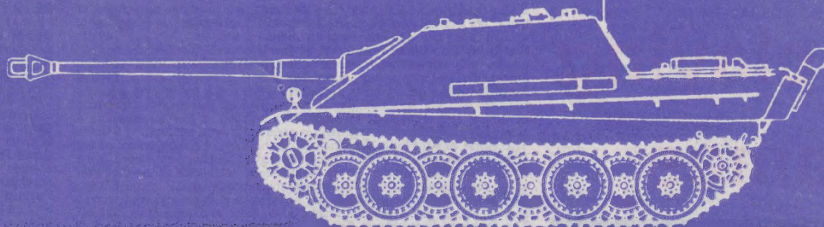


# MILITARY SIMULATIONS PTY. LTD.



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Winter 2004

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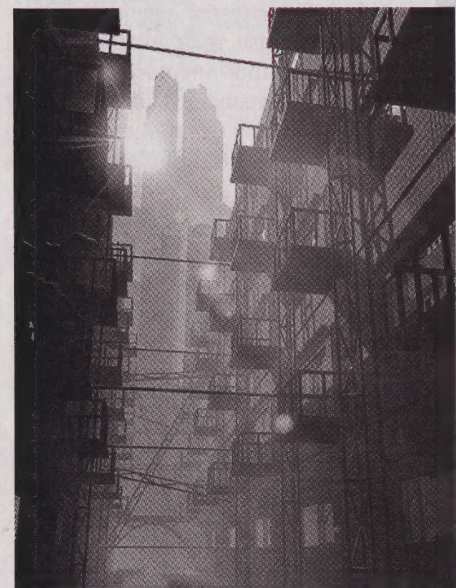
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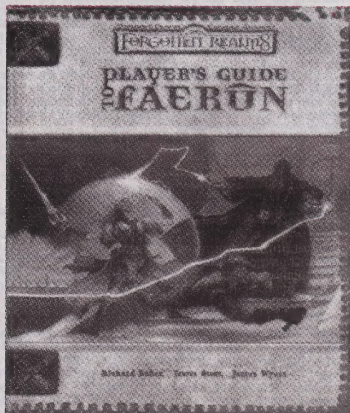
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**My Face Again** Has a new set of scenarios, ranging from introductory adventures for new players to stories that embed the characters very deeply. The scenarios span the open junctures and the Netherworld, and include adversaries from most factions described in Feng Shui so far. **\$46.20**

**Iron & Silk** A player's guide to improvised weapons - now you can have a fight at a restaurant and use the plates, tables, chairs etc as weapons. **\$36.00**

**On Location** The Feng Shui GM screen, a 32-page GM screen and a 32-page booklet containing a bunch of locations to use in your adventures. **\$41.00**

**Seal of the Wheel** Everything you need to know to join the Pledged and run the Ascended as good guys! New character types such as the Smuggler, Two-Fisted Archeologist and the Bodyguard. New transformed animals. **\$46.20**

**Seed of the New Flesh** Gives you all you need to know to fight the good fight of 2056. Info about Buro resistance movements, what awfulness the CDCA is cooking up, mind control technology, etc. **\$42.95**

**Thorns of the Lotus** Definitive sourcebook on 69 AD where the Eaters of the Lotus have gone back to the beginning of the Secret War! **\$64.00**

## FUDGE

**FUDGE EXPANDED EDITION RPG** A freeform universal do-it-yourself gaming engine. The basic rules are for experienced game masters, but players can range from novices to experienced. Can be used with any genre. Completely customizable. FUDGE provides the basic rules, and the rest is up to you and your game system. There are no fixed attributes. It is a skill-driven system. Attributes and skills are word based; simple action resolution system, etc. No campaign background info. This expanded edition also includes Fantasy Fudge, a version of Fudge customized for fantasy adventures. **\$46.20**

**A Magical Medley** A supplement that compiles a variety of magic systems including bio-magic, cyber-magic, magical items, and a complete magical adventure in the classical dungeons/castle style. **\$46.00**

**Fudge Players Dice Pack 4 Fudge Dice** **\$4.30**

**Fudge GMs Dice Pack D1 20 Fudge Dice, blue, white, black, red.** **\$33.00**

**Fudge GMs Dice Pack D2 20 Fudge Dice, pink, green, orange, etc.** **\$33.00**

**Fudge Dice Bag Brown** die bag from above, by itself. **\$8.80**

**Game Mastering Secrets** Not written for Fudge. This book has everything you need to know to write, plan and run any roleplaying game. Includes: how to prepare and run a game for the first time, how to build interesting 3D NPCs, how to encourage, motivate and handle your players, how to use traps, clues and puzzles, how to keep the game fun, etc. **\$44.00**

**Heart Quest** The first RPG dedicated to shoujo manga, girls comics style storytelling. Elegant, simple, elegant. 3 intro campaigns, many sample characters, guidelines, overviews of genres. 3 into campaign settings. **\$46.00**

**Terra Incognita Nags Society Handbook** Forbidden Nags, Mysterious Archological Sites, Ancient Sunken Shipwrecks. Terra Incognita is a roleplaying game of exploration, intrigue, and mystery, featuring adventure-scholars whose exploits span the late Nineteenth and early Twentieth centuries. Armed with extensive training, unpredictable technology, and unimpeachable discretion, Society members (Nags) travel the Four Corners of the globe - exploring unknown lands, investigating mysteries, and

uncovering ancient knowledge. The Society studies and catalogs the information and artifacts so cleaned and sets about covering such things back up again if they deem the world is not yet ready for the knowledge or power that had lain hidden for so long. As far as I can tell, this is a complete roleplaying game. **\$52.80**

**The Collectors** - The Burning House Players portray demons sent to the mortal realm to fetch a soul that is owed to the master. **\$41.00**

**The Eleven Kingdoms Post Map of the Deryni World** A full color map, 24 x 36 of the eleven kingdoms of the world Deryni. **\$40.00**

## Fury Pirates

**FURRY PIRATES RPG** Swashbuckling in the furry genre, including pirates, character creation, rules for your furry characters, including furry bears, birds, dogs, rats, bats, cats, lions, kangaroos - you get the picture. Complete background of the Furry World's Golden Age of Piracy including Europe, the Americas, Caribbean, Africa, Far East, and High Seas. Complete rules for melee combat on decks, battles between ships-of-the-line, and magical rituals cast by secretive members of unknown cabals. **\$52.80**

## Fuzion Powered

**Fuzion Powered Multigenre Roleplaying Tool** By RTG. Fuzion rules are the backbone for a number of roleplaying games, such as Cyberpunk, Dragonball Z, etc. An adaptable, easy to learn, allowing you to mix settings, magic, spells, psionics, superpowers, weapons, armor, etc. **\$18.50**

## Fvlminata

**FVLMINATA Armed with Lightning RPG** A historical fantasy RPG set in the world not quite like our own. It is 248 AD. The Romans discovered gun powder, and the course of history changed. Rome is in no danger of crumbling. Gladiators battle for freedom, senators scheme for political power, merchants prosper, legionaries defend the borders with their invincible weapon. A complete game, also requires Fvlminata Dice. 234 pages. **\$69.00**

**Fvlminata Dice** 8 sided dice with numbers I, III, IV, VI twice each. **\$11.55**

## Godlike

**GODLIKE RPG** By Hobbogyn Press. Superhero roleplaying in a world on fire, 1936 - 1946. Backed by an extensive historical timeline, players take the roles of Talents committed to the causes of WW2, possessing powers they barely understand and struggle to control. More than 40 powers, 200 weapons and vehicles, different styles of play option, campaign background. **\$80.00**

**Donar's Hammer** Sicily 1943 and a superpowered German is ready to sink the Allied invasion fleet. You must stop him. **\$20.00**

**Talent Operations Command Intelligence Bureau** No 2 Valtia, the first of all soldiers of the TOG. Training, weapons, new rules, etc. **\$20.00**

**Will to Power** Examines the exploitation of super-humans by the Nazis, including secrets, facilities, personnel, programs; overview of the Waffen-SS; stats for 18 famous German super-humans, new rules, powers, etc. **\$42.00**

## GURPS

**GURPS BASIC RULEBOOK 3rd Ed.** An elegant system, with supplements for every type of RPG game that can be linked to the basic mechanics without the need to learn a new set of rules. By Steve Jackson Games, 256 pages, contains all the necessary mechanics, including magic, advanced combat, psionics, character creation, etc. Hardcover. **\$69.30**

**GURPS GM Screen** Two-panel GM Screens with up-to-date charts, tables, etc. Also has the 32 page GURPS-Lite, which is a simple introduction to the GURPS RPG, ie, all the fundamental rules, but not the options. **\$21.95**

**Authentic Thaumaturgy** Not specifically for GURPS, but can be used with any RPG. Describes a real-world basis for magic and psi abilities, and how to create realistic magical systems for RPGs, etc. **\$46.20**

**GURPS Age of Napoleon** A comprehensive guide to the life and times of Napoleon, with history from the late 17th century, historical figures, etc. **\$48.00**

**GURPS All-Star Jam 2004** Ten favorite GURPS authors each write 10,000 words about whatever they want. Ghost hunters, fairies, space opera, modern mercenary, cyberpunk, etc. **\$56.00**

**GURPS Alternate Earths** Travel the Confederate States of America by dirigible, battle the Aztec Jaguar Knights in their conquest of Europe, join the American resistance against Nazi occupation, march with Roman legions in their campaigns in the New World. **\$46.20**

**GURPS Alternate Earths II** Six more alternate histories. What if the Vikings had founded a world-spanning empire? What if England had suppressed the American revolution? What if China became a superpower? **\$46.20**

**GURPS Atlantis** A gamer's guide to the story, the history, and the myth. From Greek philosophy to superhero comics, from fantasies of prehistory to the depths of the sea. Details the legends of other sunken lands, rules for underwater operations, submarines, 3 campaign backgrounds. **\$52.80**

**GURPS Atomic Horrors** Contains everything you need to roleplay the science fiction and horror of the 1950s. Characters can be heroic explorers, ordinary people caught up in weirdness, soldiers, scientists, etc. Has a guide to the 50s, five new alien races, completely described and ready to invade the earth; guides to creating monsters, alternate world ideas, and detailed filmography listing dozens of 50s science horror films. **\$52.80**

**GURPS Autoduel 2nd Ed** Set in our post-apocalyptic world, based on the Car Wars boardgame. Its a world devastated by war, famine and despair on lawless highways where the right of way goes to the strongest. **\$46.20**

**ADA Road Atlas and Survival Guide**, vehicle construction, character creation, campaign ideas, history of Autoduel America, etc. **\$40.65**

**GURPS Best of Pyramid Vol 1** Reprints 19 of the best GURPS items from the Pyramid Magazine. Has campaign styles and settings, high-powered rules and devices, invaluable historical source info, unique adventures. **\$48.40**

**GURPS Best of Pyramid Vol 2** Reprints 19 of the best GURPS items from the Pyramid magazine including strange lands and encounters, complete settings and campaigns, optional rules, adventures, artifacts & devices. **\$52.80**

**GURPS Bestiary 3rd Ed** Complete descriptions of over 150 real and fantasy creatures, how to create an animal character, how to use animals in your campaigns, a set of habitat tables, & inventing new creatures. **\$44.00**

**GURPS Black Ops** Vampires, werewolves, mutants, strange things living in the sewers, ancient alien visitors. You work for the Company, trying to suppress this truth from reaching the public while at the same time trying to stop these vermin taking over the world. **\$46.20**

**GURPS Blue Planet** Offers a GURPS version of a richly detailed setting for outer space - and underwater - adventure. Rules, tech, background. **\$52.80**

**GURPS Bio-Tech** Who needs silicon and steel? Upgrade your old body with steroids and smart drugs, transplants and viral nano or just get a new one. Or maybe you don't think being human is so great? Then improve on nature with engineering and genefixing. Or just go parahuman - you can be a cat! **\$48.40**

**Cardboard Heroes** Steve Jackson have reprinted all of their stand-up and flat fantasy cardboard heroes. There are 400 stand-up figures, and 300 flat cardboard traps, weapons, creep crawlers, etc. A suitable accessory for any fantasy RPG. **\$49.80**

**Cardboard Heroes Castles, Walls & Towers** Makes one square castle or two smaller strongpoints. Designed to fold after use. **\$50.00**

**Cardboard Heroes Cavern Floors** 83 full color rooms and corridors, with 74 assorted skeletons, pits, treasures, and monsters. **\$48.00**

**Cardboard Heroes Floorplans** 107 full color rooms and corridors, and 124 assorted pits, doors, walls, shafts, and other subterranean architectural paraphernalia. All can be cut out and then used to lay-out any sort of dungeon you desire. Everything has square & hex grids. **\$38.35**

**Floor Plan 1 Haunted House** Suitable for GURPS or any other RPG. Has eight sheets depicting a huge old house perfect for your next chilling scenario. One side has hexes, the other squares. Also has horror adventure seeds, a sheet of horror cardboard heroes for the house. **\$39.05**

**Floor Plan 2 The Great Salt Flats** (Blank Map Sheets) Suitable for GURPS or any other RPG. Blank map sheets, squares on one side, hexes on the other. Six map sheets in all. Wow. **\$23.10**

**GURPS Cabal** Can be used alone or with GURPS Horror or Illuminati. Has a secret history of the world, occult cosmology, the Cabal secret masters, detailed Hermetic bestiary of supernatural. **\$52.80**

**GURPS Castle Falkenstein** Previously published by R.Talsorian Games, now the 19th Century Earth, high adventure steam age roleplaying game has been adapted into the GURPS rules system. Has a complete overview of the world, rules for steampunk technology, etc. **\$52.80**

**GURPS Castle Falkenstein - The Ottoman Empire** Shows you ancient magicks, mad Sultans, deadly Djinn, and mazes of mysteries and plots. History, character creation, unearthing new lorebooks. **\$52.80**

**GURPS Celtic Myth** Standing stones. Headhunting and human sacrifice. Rusty kings and cattle-raiding queens. Naked warriors painted blue. Mysterious druids and crazy old druids. The Celtic world was full of mystery, enchantments and bloody battles. **\$46.20**

**GURPS Character Builder** Character creation program for GURPS. Lets you design, optimize, store, modify and print out characters in the most popular genres. Extras include a dice roller. Needs Windows. **\$57.75**

**GURPS Character Sheets (Horror)** Has 20 blank GURPS forms - 12 copies of 1st and 2nd editions, four pages of character forms on both sides, four pages with GM control sheets on both sides. Also a set of Cardboard Heroes with a horror theme. (Including a Buffygirl girl). **\$34.50**

**GURPS Cliffhangers 2nd Ed** The world of the dauntless men and daring women of the 1930s adventure serials. Has a guide to the 1920s and 30s, detailed character sheets, and a complete bestiary of characters. **\$50.00**

**GURPS Compendium 1** Compiled from over a hundred GURPS books and dozens of Pyramid Magazine articles to bring you the most complete compilation of character generation rules ever. **\$57.75**

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**GURPS Cops** Covers creating campaigns for patrol officers, detectives, federal agents, SWAT Teams, bomb squads, in Hollywood style or with gritty realism. Stats for police equipment, character generation, etc. **\$52.80**

**GURPS Covert Ops** New edition, including tools of the trade, history, underground, countermeasures, templates for operatives, etc. **\$46.00**

**GURPS Dark Ages** A complete guide to the Dark Ages, a guide to the best inns, things from the Dungeon Dimensions, Gaspede the Wonder Dog, the Circle Sea, the features of Ankh-Morpork city, etc. **\$59.40**

**GURPS Discworld** Also a guide to recent events on the Disc, five new non-human types, optional rules for Discworld magic, templates to make character generation easier, for previously unexplored locations across the disc. Includes a humorous and complete rules for adventuring in Disc. **\$48.40**

**GURPS Faerie** A complete guide to the Other Folk, covering traditions from around the world. Magic, character templates, mortals who know them. **\$46.00**

**GURPS Fantasy Folk 2nd Ed** From the tiny winged Elyllion to the tall Giants, this book brings 24 nonhuman fantasy races to GURPS. **\$46.20**

**GURPS Fantasy Folk 3rd Ed** An adult's only manual for the 1830 Georgian London. This culture is infested with goblins, devils, evil creatures which includes gnomes, hobgoblins, trolls, ogres, etc. **\$43.95**

**GURPS High Tech 3rd Ed** Weapons and equipment from the 14th century to the present. From the rise of gunpowder to today's modern weapons, includes personal weapons, personal armor, heavy weapons, equipment, communication and transportation, etc. **\$48.40**

**GURPS Horror** Third Edition Systematic dissection of horror as a genre, including advice, templates, disturbing new takes, evil demons, werewolves, undead, & worse things; and three original campaign frameworks. **\$52.80**

**GURPS Illuminati** The Secret Masters have denied all knowledge of the conspiracy theories put forth in this recently published book. To begin with, we don't even exist. The Illuminati are real. They're just not what you think they are. Everything you know is a lie. Everything you suspect is true! **\$46.20**

**GURPS Imperial Rome 2nd Edition** Journey through the narrow streets of Rome; visit exotic provinces like Greece and Egypt, be a slave gladiator or race your chariot around Circus Maximus; march to war with the Roman legions to fight against Carthaginian invaders or Huns. **\$46.20**

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**GURPS Illuminati** The Secret Masters have denied all



# Roleplaying Games, Vectors, and Heavy Gear

**GURPS Planet of Adventure** A roleplaying adaptation of Jack Vance's classic Alishai stories. Supers, mutants, customs, equipment etc. \$46.00

**GURPS Planet Krishna** From the classic Vagabonds books by L. Sprague de Camp, a story of swashbuckling adventure in space, featuring people who could be humans except for their green skin and feathery antennae; six legged yakis, sea-monsters, etc. \$37.35

**GURPS Prime Directive** By ADB. A stand alone GURPS product that lets you roleplay in the Star Trek universe. You can play as a Klingon, Klingon races, complete character generation, technology, space combat. \$57.00

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**GURPS Rogues** 29 different templates letting you quickly create the scoundrel that's right for the job. Includes thieves, spies, hackers, evil masterminds, charmers, poachers, assassins, smugglers, etc. \$47.30

**GURPS Robots** A cold-eyed stare from the shadows of the alley the spitting-tingle, scrape as metallic feet drag along the concrete the squeak and whirr of hinges and hydraulics and the mechanical approach of the robot an intriguing yet sinister being - created to serve, but in many ways superior to its weak and fallible human masters. We need the robots, do they need us? \$46.20

**GURPS Russia** Enter a land of white snow, red blood and black humor. Explore the world of Russian folklore and fairytales, where all sorts of interesting and dangerous creatures dwell. This is a medieval fantasy world. \$46.20

**GURPS Screampunk** presents a toolkit for incorporating Victorian steampunk into games of gothic horror. Has a guide to gothic horror themes, locations and plots, the use of weird technology as a corrupting influence, character types such as sinister servant, cruel guardian, etc. \$20.90

**GURPS Shapeshifters** All you need to build creatures that shape-shift into werewolves, aliens, rats, individuals, cursed and gifted. \$52.80

**GURPS Sid Meier's Alpha Centauri** Sourcebook based on the popular computer game, in which several thousand humans are sent to colonise Alpha Centauri. Alien landscapes, technology, armies, aliens, etc. \$63.00

**GURPS Spirits** A complete guide to the spirit world and its inhabitants. A catalog of spirits, angels, demons, dryads, etc. \$57.30

**GURPS Space** 3rd Ed. Scientifically accurate rules for creating star systems & planets; how to create futuristic & alien governments and societies; sci-fi equipment lists; self-contained GURPS vehicles compatible with star construction system; complete ship combat rules that require no counters; realistic treatment of dangers such as noxious atmospheres, etc. \$52.80

**GURPS Special Ops Third Ed** Elite forces penetrate enemy lines to strike critical targets, strike teams rush to free hostages, train civilization into an army. Fully revised edition which covers the new nations and alignments of the post-Soviet world, rules for creating spec-ops soldiers with the new GURPS template system. \$62.00

**GURPS Special Ops Miniatures** 6 x 28mm miniatures. \$52.25

**GURPS Steampunk** Combines the mood of cyberpunk with the setting of an alternate Industrial Age, where computers run on steam power, walking colossi stalk the battlefield, and flying dirigibles are the norm. \$46.20

**GURPS Steam-Tech** 200 new devices for the age of steam. Includes weapons, vehicles; a wealth of clockworks, analytical engines, automata and mechanical men, personal gear, bear basic technologies, etc. \$52.80

**GURPS Supers 2nd Ed** Costumed crusaders fighting against forces of evil. Now you can custom build the super character of your choice. You duplicate your favorite comic-book hero or design almost any super ability that you desire. Each hero and villain you develop is fully defined in both power and personality. \$46.20

**GURPS SWAT** History, formation of teams, overview of operations, weapons and equipment, how to run cinematic SWAT campaigns. \$31.90

**GURPS Ultra-Tech 2** Hard-core, hard-wired hardware, from gattling carbines and Gauss shotguns to laser rifles and plasma cannons. Also discover medical nanotechnology and lots of new wonder drugs: electrothermal guns, etc. \$46.20

**GURPS Undead** Everything from subtle hauntings to undead necromancers, from Gothic vampires to brain-eating zombies. Also history of zombies in the undead world, for ghosts, zombies, mutants, etc. \$46.20

**GURPS Uplift Miniatures** Has 28mm miniatures of intelligent, furry, shaggy, shadowed, zombies, skeletons, wights, vampires, etc. guidelines for creating undead, a dozen classic undead archetypes, sample characters, etc. \$48.40

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**GURPS Uplift Miniatures** Has 28mm miniatures of intelligent, furry, shaggy, shadowed, zombies, skeletons, wights, vampires, etc. \$48.40

**GURPS Vampire** You to play Vampire stuff with GURPS rules. \$42.85

**GURPS Vehicles 2nd Ed** 208 pages. From rowboats to racing cars, balloons to battlesuits, trains to teleports - if you can dream it up, you can design it with this book. With a streamlined vehicle design process, with more options, features and accessories than ever. \$46.20

**GURPS Vehicles Expansion 1** Half-sized book. Super-cavitating submarines the race through the ocean, monstrous cyberbats, elegant spacecraft that ride the solar winds on magnetic sails, etc. \$20.90

**GURPS Vehicles Expansion 2** Half-sized book. Add smart tracks to your vehicles. A wealth of new vehicles for your helicopter, vehicle tech, etc. \$20.90

**GURPS Vehicles Lite** A streamlined version of the vehicle rules. New design tips, shortcuts to make vehicle design easier. Rules for land and air action, stats for an arsenal of contemporary weapons, etc. \$29.00

**GURPS Vikings 2nd Ed** Bearded giants with bloody axes, but also skilled navigators, brave explorers and traders. Complete guide to their world, maps, historical background, sample characters, etc. \$46.20

**GURPS Villains** Descriptions and stats for 54 widely different scoundrels, allowing players to pit their characters against these dangerous, formidable opponents. Maniacs, hackers, corrupt cops, evil overlords, etc. \$46.20

**GURPS Warehouse 23** The Ark of the Covenant sits on a shelf next to the gold plates of Moroni and the dissected corpses of Martian invaders. Scores of bizarre items in the ultra-secret Warehouse 23. \$46.20

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**GURPS Warriors** Has 29 soldier, warrior, specialist and high-tech fighters archetypes and templates, and covers soldiers from all time periods, past, present and future, from history and fiction; and 16 ready-to-use sample characters with historical background and info on tactics & technology. \$40.65

**GURPS Werewolf** Allows you to play Werewolf with GURPS. \$46.20

**GURPS Who's Who** Match wits with Caesar, lock blades with Sir Richard Burton or share dance moves with Mata Hari in this collection of biographies and game stats for 52 historical and fictional figures. \$46.65

**GURPS Who's Who 2** 56 great historic figures from over 3,000 years of history. From Sargon of Assyria to Sid Vicious, even detectives, steppes-lords, the fabled Queen of the Nile to the forgotten King of Mayan Yachilan. \$46.65

**GURPS Wizards** Introduces GURPS new template system, designed to streamline character creation. Has 28 wizard archetypes such as elementalists, enchanted, etc. \$46.20

**GURPS WW2** A history and overview of the war; reviews of the nations and armies involved including tactics & weapons; a modular vehicle design system; a new line behind the front lines from partisan to special operations against the enemy; a new definition of the GURPS Lite rules which are designed to be a complete roleplaying game by itself. Over 200 pages. \$69.30 Hardcover \$60.00

**GURPS WW2 All the Kings Men** Describes soldiers from all around the British Empire, weapons, equipment, campaign & adventure ideas. \$50.00

**GURPS WW2 Dogfates** The war as seen through American eyes, including the Pacific, Europe and Africa. Equipment, vehicles, history, etc. \$48.40

**GURPS WW2 Frontiers** Red Hordes, Red Hordes, Red Hordes. The Union invade Finland. Details three conflicts, arms & vehicles, culture, etc. \$24.20

**GURPS WW2 Grim Legions** A retelling of the war through Italian eyes, their armed forces, small arms, vehicles, campaign types, etc. \$25.30

**GURPS WW2 Hand of Steel** The highly trained and battle-hardened special forces of WW2, from the first drop assault by parachute to the glider to the secret gadgetry of the war's end. Covers several nations' forces. \$20.90

**GURPS WW2 Iron Cross** The war as the Germans saw it, covering the Wehrmacht, creating German characters, weapons including tanks and aircraft, tips on campaigns, daily life inside the Reich, etc. \$52.80

**GURPS WW2 Return to Honor** The defeat and rebirth of France during WW2. History, impact, underground, Vichy, weapons, etc. \$27.50

**GURPS WW2 Weird War II** Secret weapons and secret history of WW2, classic Alishai stories. Supers, mutants, customs, equipment etc. \$46.00

**GURPS Y2K** In popular GURPS author's take on the millennium's end fears and facts, from computer crashes to global warming, from a nuclear apocalypse to the Biblical Apocalypse. \$44.00

**Helloby Sourcebook and Roleplaying Game** This is a complete RPG powered by GURPS. Based on Mike Mignola's demon busting Helloby comic. Helloby and source information, rules, equipment, etc. \$44.00

**Helloby Miniature Figures** 6 miniatures from Helloby, including him. \$44.00

**Munchkin's Guide to Power gaming** Not actually for GURPS. A book for those gamers who want to WIN. In this outrageous satire, an experienced munchkin reveals the tricks of the RPG world - everything from re-rolling an unfavorable result to bribing the GM. Learn how to get the most out of your character, and who cares what they personally is, as long as you can cash the NPCs and steal their stuff. Also how to bend the rules, how to control the other players, etc. A very funny read! \$46.20

**Principia Discordia** This small book explains absolutely everything worth knowing about absolutely nothing. Honestly, I looked at it. \$23.10

**Robins Law of Good Game Mastering** Includes Know Your Players, Analyze the System, Build Your Campaign, and Know Your Game. \$23.10

**Spontaneous Transmission** Not actually for GURPS nor even a game product. This is Ken Hite's popular column of conspiratorial musings and weirdness, appearing weekly in *Pyramid Magazine*. This anthology of ST's first 100 columns of the original columns and more, including of annotations, stuff Ken left out, etc. \$46.20

**Suppressed Transmission 2** Not actually for GURPS nor even a game. 34 more selections of conspiracy and romps through the borderlands of history, taken from the *Pyramid Magazine*. 128 pages. \$44.00

**The art of John Foster** Progressions Hardcover book with full color plates, sketches and comments. The artist has done a lot of work for Star Wars novels, WoT products, and various novels. \$62.70

**The art of Matthew Stawicki** Hardcover book with full color plates and comments by the artist, who has done a lot of work for Dungeons and Dragons, Magic the Gathering, and various novels. \$69.00

**Transhuman Space Orbital Decay** A secret crisis on Earth. The B&W sketches of the work of RKP Post, who has done a lot of illustrations for Magic the Gathering, Alternity, etc. \$60.50

**Transhuman Space** A new campaign world for GURPS. In the year 2100, humanity faces its greatest challenge, settling the solar system. Spacegoing transnationals develop technologies that governments fear to explore, while bizarre posthuman creatures bloom like exotic flowers. Will human cease to have any meaning in a world of genetic engineering and digital consciousness? Has a gazetteer of the solar system, history, rules, etc. 204 pages. H/C \$77.00

**Transhuman Space: Broken Dreams** The darker side of 2100 Earth. Poverty, insane dictators, terrorism, rebellion, crime, obsolete tech. \$50.00

**Transhuman Space: Deep Bayou** Detailed description of the asteroids, gas giants, moons, and comets of the outer system. Dozens of organisations, new character types, new vehicles, technologies. \$57.00

**Transhuman Space First Wave** The Third Wave was information. The Fourth Wave was biotech. The Fifth Wave is a combination of nanotechnology, memetics, and artificial intelligence, and it's changing mankind more than the first four. Overview of each wave, and the three major Earth's important new technologies, rules for network, vehicles. \$57.75

**Transhuman Space: High Frontier** Covers Earth orbit, filled with space factories, spaceports, space junk, giant space cities, & the moon. \$52.80

**Transhuman Space: Into the Well** A detailed history of Mars, the uneasy truce on Mars, the clouds of Venus, new character types, bestiary. \$52.25

**Transhuman Space: Orbital Decay** A secret crisis on Earth. The B&W sketches of the work of RKP Post, who has done a lot of illustrations for Magic the Gathering, Alternity, etc. \$60.50

**Transhuman Space: Personnel Files** A whole range of characters including detective agency, newshounds, programmed allies, etc. \$29.00

**Transhuman Space: Spacecraft** A detailed history of the space forces of the United States, the European Union, and the United States. Over two dozen spacecraft designs, commercial spacecraft operations, etc. \$27.50

**Transhuman Space: Under Pressure** Describes the oceans of the 22nd century, including colonization, environment, organisations, etc. \$56.00

## GURPS Traveller

**GURPS Traveller 2nd Ed** Revised edition. Returns us to the Traveller storyline that everyone loved - this is the official alternate universe for Traveller in which the Rebellion never occurred, the Virus was never released and the Emperor Strephon rules an intact Third Imperium. All presented with GURPS rules, which also cover modular starship construction full compatible with the GURPS rules. \$46.20

**GURPS Traveller 25th Anniversary Set** Contains the GURPS Traveller Core Book, Alien Races 1, Reference Screen and Kamshi planet book. \$69.00

**GURPS Traveller Alien Races 1** Two major races, the human descended Zhodani with psi powers and the Vargr, a race of canines. And two minor races, the Lyranosian and the Solari. \$52.80

**GURPS Traveller Alien Races 2** Presents Aslan (a warrior race that values honor and glory) and K'ree (vegetarians intent on killing all meat eaters), examining biology, home worlds, culture, & society. Two minor species: the aquatic parasitic Inyx & the Devii Intelligence, sentient fungi. \$48.40

**GURPS Traveller Alien Races 3** Hivers - inscurable, patient, subtle, and a puzzle to their neighbors, yet also a great threat; Droyne - an insectoid race who seem insignificant, yet should aware of; Ancients - history, details, etc. Also has a puzzle to their neighbors, yet also a great threat; Droyne - an insectoid race who seem insignificant, yet should aware of; Ancients - history, details, etc. Also has a puzzle to their neighbors, yet also a great threat; Droyne - an insectoid race who seem insignificant, yet should aware of; Ancients - history, details, etc. \$52.80

**GURPS Traveller Alien Races 4** Brings 16 new races to life. \$52.80

**GURPS Traveller Alien Races 5** Brings 16 new races to life. \$52.80

**GURPS Traveller Alien Races 6** Brings 16 new races to life. \$52.80

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**GURPS Traveller Rim of Fire** The Solomani Rim Sourcebook. Describes more than 400 worlds and star systems - Imperial, Solomani, Vegan, and rebellious. Also the Solomani World, details of wars, etc. \$48.40

**GURPS Traveller Starports** Classifies standard starports and describes their facilities, organisation and functions. It includes plans of typical spaceports from the Spinward Marches and guidelines for starport adventures and encounters. Character templates for starport denizens, floor plans, etc. \$46.20

**GURPS Traveller Starships** Construction, combat and adventure, with 35 pre-designed craft, deck plans, and the experience of being on a starship. \$50.00

**GURPS Traveller Worlds** A complete guide to the worlds of the Solomani, the disastrous war with the Imperium, spaceships, vehicles, NPCs, etc. \$54.00

## Hackmaster

**HACKMASTER PLAYERS HANDBOOK** This is the game that the Knights of the Dinner Table comic strip characters have been playing for years. The PHB is really all a player will ever need to play HackMaster. You'll find that virtually all the rules and information you need is contained within its pages. Of course, as your game grows and you gain experience and learn to master the art of hack, you'll probably crave more material to put your teeth on. For that reason, there are other books in the HackMaster line designed for that purpose but there's no need to discuss them here. All other source books for the game (with the exception of those optional books aimed specifically at the player) are the sole territory of the Game Master. It is greatly frowned upon for a player to own and/or peruse such material. This is especially true for the Game Master's Guide and the Hacklopedia of Beasts for reasons explained below. Mature readers. \$69.00

**HACKMASTER GAMEMASTERS GUIDE** Fourth edition. Has the GMS code of conduct, detailed rules for running a game, over 30 diseases to infect your PCs with; secrets of quirks and flaws; revamped character classes; intoxication and gambling rules; complete listing of magic-user spells by school; over 700 new magic items; complete critical hit and fumble charts; spell mishap table; 25 poison & acid types; massive random encounter tables; over 500 useful tables. \$69.00

**Hackmaster Field Manual** Hundreds of twisted new variant creatures as well as classic monsters from the Bestiary. \$46.20

**Hackmaster GameMaster's Shield** 4 panel screen plus extras. \$46.20

**Hackmaster GameMaster's Campaign Record** Record sheets. \$23.10

**Hackmaster GameMaster's Coupon Book** 107 coupons to tear out, categorised into sections. They will have random effect on games. \$13.75

**Hackmaster Gauds & Demi-Gauds** A book about the grand unified pantheon of the Hackmaster Taverne. 25 sub-pantheons. \$57.00

**Hackmaster Gritmaster's Guide to Life's Wilder Dreams** Everything you wanted to know about the masters of status & cunning. \$40.00

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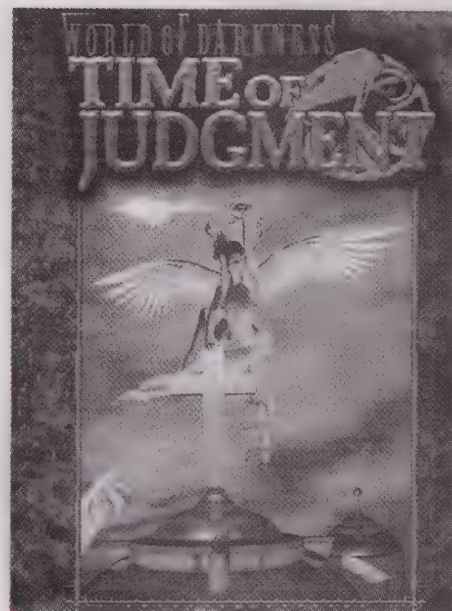
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# Roleplaying Games: Lord of the Rings - Rifts - 13

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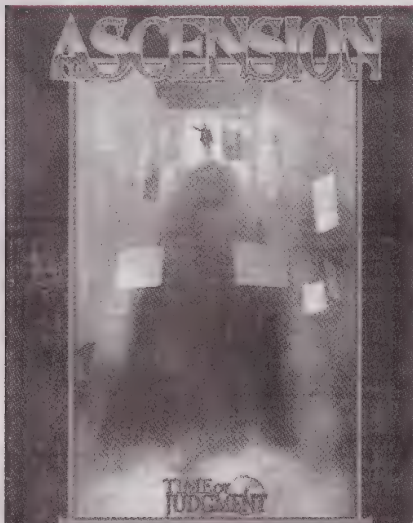
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# 16 - Roleplaying Games: The Dark Eye - Werewolf

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**Dark Ages: Europe** All the nations and kingdoms of medieval Europe are examined, along with the vampiric monarchs and fiends who infest them. From the Crusades to the Baronies of Avalon, it is a dangerous place. ....\$44.00  
**Dark Ages: Right of Princes** The primer on ruling and commanding a domain, from a vampire's dark fief to a mage's arcane chantry to a werewolf or inquisitor's hunting grounds. Develop homesteads, how to defend them. ....\$40.00  
**Dark Ages: Road of the Beast** Find the secret ways and hidden rites of the Road of the Beast, the most savage of all the vampire faiths in the Dark Ages. Details disemancipation as well as snakes and. ....\$32.00  
**Dark Ages: Road of Humanity** Everything required to play one of the Prodigals, history, current practices, and the most important prodigals. ....\$40.00  
**Dark Ages: Road of Kings** The vampiric faith that teaches the ways of honor and power. From dark tyrants and Machiavellian schemers to ashen knights and vampire-kings, the Scions have come into their own. ....\$32.00  
**Dark Ages: Road of Sin** Here are the tempters, torturers and deers of the Caintines, history, rites, practices, theories. ....\$32.00  
**Dark Ages: Spoils of War** How to raise an army, attack and overtake a foe's holdings, and beat an enemy through more stealthy means. ....\$40.00  
**Dark Ages: Vampire Storytellers Companion** Access to secrets and advice to enrich your stories and make them easier to tell. Includes five bloodlines, six minor roads, revised disciplines, lots of advice. Also includes the four panel storytellers screen for Vampire Dark Ages. ....\$30.00  
**Dark Ages: Werewolf** A complete hardcover resource for playing the werewolves in the Dark Medieval world. Comprehensive info on werewolf society, special rites, gifts, dire enemies, etc. ....\$60.00  
**Mind's Eye Theatre: Faith & Fire** Revised edition of the Long Night, based on Vampire the Dark Ages. All the new material you need to play, the High and Low Clans, their strange disciplines, the roads they tread, the courts where they play their games, the fields where they do battle, etc. ....\$40.00  
**Players Guide to Low Clans** Hardcover sourcebook detailing the Assamites, Followers of Set, Gangrel, Malkavians, Nosferatu, Ravnos, and Tremere. Also new merits, flaws, discipline techniques, societies, etc. ....\$60.00  
**Players Guide to High Clans** Hardcover sourcebook detailing the Brujah, Cappadocians, Lasombra, Toreador, Tzimisce, Venture. Also details on High Clan secret societies and on their Caintines who command. ....\$60.00

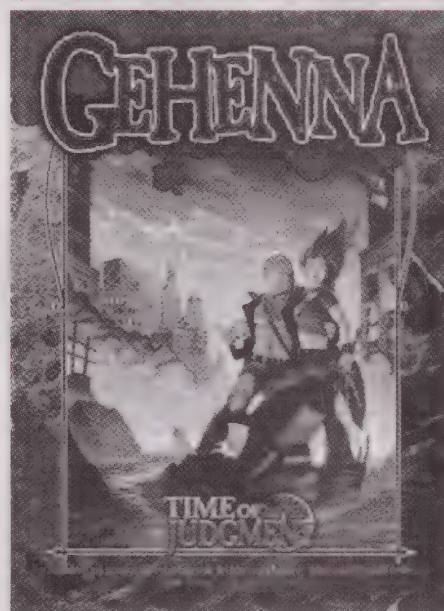
### VAMPIRE: DARK AGES NOVELS

1. **Dark Tyrants** Walk through the benighted lands of medieval Europe through this anthology of stories. Journey with vampires as they play their deadly, incestuous games of politics, war and blood. Softcover. ....\$12.05
- Dark Ages Clan Novels
1. **Nosferatu Dark Ages Clan Novel** It is the year 1204 and the city of Constantinople burns. Malachite, leader of the city's Nosferatu hunts for the vampire who founded the city, dodging crusaders as he does so. ....\$14.00
2. **Assamite Dark Ages Clan Novel** Christian crusaders are amassed in Constantinople and threaten the holy land of Fatima's faith. Among them lurk blood hungry Caintines. Can she stop a crusade? Does she want to? ....\$14.00
3. **Cappadocian Dark Ages Clan Novel** High Priestess of Bones, having seen a dark future, travels to Egypt to recover her clan's lost secrets, and the legions of dead are at her command. ....\$14.00
4. **Setite Dark Ages Clan Novel** Andreas offers the vampires fleeing the destruction of Constantinople a passage to the West. But he is a follower of the snake god, and he has ulterior motives. ....\$14.00
5. **Lasombra Dark Ages Clan Novel** The situation in Constantinople has degenerated into sheer chaos, as vampires of every stripe prey on the ruined metropolises. Lucila is caught in the middle of this mess. ....\$14.00
6. **Ravnos Dark Ages Clan Novel** The city the young vampire Zoe knew has been cracked, and she has fled. Now she wants revenge. ....\$14.00
7. **Malkavian Dark Ages Clan Novel** Does the arrival of a comet herald the doom of the get of Cain, warring over the city of Paris? ....\$14.00
8. **Brujah Dark Ages Clan Novel** For Veronique d'Orleans in Paris, who is a Brujah diplomat, the arrival of another ambassador signals trouble. ....\$14.00

9. **Toreador Dark Ages Clan Novel** An enraged ancient usurps Lord Jurgen's ambitions to conquer Hungary, and also demands Rosamund. ....\$14.00
10. **Gangrel Dark Ages Clan Novel** Alexander marches towards the lands of Livonia with undead knights at his side. Can he be stopped? ....\$14.00

## Vampire: the Masquerade

**Gehenna** Draws the Vampire line to a close, concluding the vampire's World of Darkness. Has four scenarios, each of which ends the world in a different way. Any kindred, from neonates to ancient elders, can take part. ....\$60.00



- Time of Judgment Dice Set** 10 x D10 with drawing bag. ....\$14.00  
**MET Laws of Judgment** A comprehensive guide to presenting the Time of Judgment for all of the Minds Eye Theatre games. Everything players and storytellers need is here, rules, systems, advice, etc. Hardcover. ....\$44.00  
**17. Clan Novel Saga: Vol 3 Bloody September** Covers August and September 1999 as Sabbat vampires advance up the East Coast. ....\$36.00

### Time of Judgment Novels

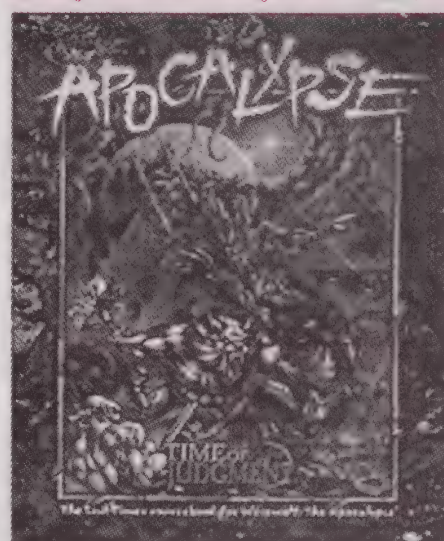
1. **Gehenna The Final Night** This is the first act of the Time of Judgment, telling the story of a wide-ranging Armageddon among the supernatural entities of the World of Darkness. Focuses on the vampire Beckett. ....\$16.00
2. **Werewolf The Last Battle** The warriors of Gaia fight one last desperate battle with the Wyrm. Lord Albrecht, who bears the legendary Silver Crown, follows a prophecy, but a hidden enemy strikes at his back. ....\$16.00
3. **Age Judgment Day** Entropy takes a final hold and forced ascension envelops the universe. Three disparate magics are thrust centre stage by the mysterious Rogue Council. The fate of creation is in their hands. ....\$16.00

## Victoriana

**VICTORIANA RPG** This is a complete roleplaying game using RTG's Fuzion System. Set in 1867, it is a time of science, law and order. A time of great empires and wealth for the few. But full of oppression and cruelty for the many. A revolution is coming, where will you stand? Full of background info on fictional Europe, character creation, combat, monsters, villains, magic. ....\$60.00  
**Dragon in the Smoke** Adventure that sends the characters across all levels of society in an investigation to return two missing children. ....\$26.00

## Werewolf: the Apocalypse

**Werewolf: the Apocalypse Time of Judgment** There is nowhere left to run. The Enemy has broken free and awaits the final battle. The prophecies have come true. The End Times are here! Its time to save Gae or die trying! The final sourcebook for Werewolf: The Apocalypse. Apocalypse is a guide for how the world ends, with four possible scenarios, each offering a different method of resolving the Final Battle. ....\$60.00





# Wargames

## Color Code

- New Item Not Available and in Stock
- New Item Not Yet Released

## Complexity Key

Basic Games	Intermediate
★	★★
(Introductory Level)	(Still good for beginners)
Advanced Games	Master Games
★★★	★★★★
(Veteran gamers only)	(Too many rules)

## Solitaire Suitability

Totally Unsuitable For Solitaire Play	Fairly Suitable For Solitaire Play
#	##
Highly Suitable For Solitaire Play	Can Only Be Played Solitaire
###	####

## Company Codes

ADG Australian Design Group	AH Avalon Hill
COA Clash of Arms	COM Command Mag (XTR)
FAS FASA Corp.	GAM Games Workshop
GDW Game Designers Wkshp	GMT Not Get More Tanks!
GRD Games Research & Design	IRO Iron Crown Enterprises
JED Jedko Games	MB Milton Bradley Games
STE Steve Jackson Games	S&T S & T Magazine
SUP Supremacy Games	TAS Task Force Games
TGI The Gamers Inc.	3W World Wide Wargames
WES West End Games	WIZ Wizards of the Coast

## Beginner's Games

JED Basic Training	***
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This 8 page primer will teach you the basics of wargaming - sequence of play, movement, combat, stacking. With a small wargame set in the jungles of New Guinea where Japanese forces are marching towards Gona. \$1.10

JED Field Marshall	****
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A good wargame for novice players. A well balanced hypothetical conflict in WW2 where each player's battlefield control is hindered or helped by 32 Situation Cards (representing a higher command). With marine, armor, infantry, artillery and aircraft assets included in the 196 counters. Contains three 8x22 mapboards. \$19.20

## Ancient - Renaissance

UBR Ark of the Covenant	*/#
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Based on Carcassonne. Move the Ark through the Promised Lands as you strive to develop the Holy Land by herding sheep, building roads, cities & temples. Has 72 land tiles, 40 followers in 5 colors, 5 prophets in 5 colors, Ark of the Covenant. \$50.00

RGG Attika	*/#
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Players start with a small village in ancient Greece, and build oracles, temples, theatres, towers and streets. 120 building tiles, 120 landscape cards, etc. \$66.00

RGG Alexandros	*/#
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As Alexander conquers Persian provinces, he gives administration of them to his generals, who compete amongst themselves to get the richest provinces. Board cards, pieces. \$66.00

DG Battles of the Ancient World Set	****
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Quick to read rules and easy play make these scenarios a great evening of fun. The six battles are: Megara 479 BC with a huge chariot battle, Qadesh 1294 BC with Hittites against Egyptians, Lake Trasimene 217 BC, Munda 45 BC, Bouclissa 61 AD, and Adrianople 378 AD, a Visigoth army destroys a Roman army. This version also includes Battles of the Ancient World I and II, adding 8 more scenarios, lots more counters, extra maps, etc. \$130.00

GMT CAESAR IN ALEXANDRIA	****
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Great Battles of History Volume IX. Challenging in that players conduct both land and naval operations at the same time. Set in 476 BC, Caesar and his troops control the centre of the city, including the palace and Inner Harbor. The Egyptians have a large fleet, and control the Outer Harbor, the rest of the city, 280 counters, one 22x33 map, aids, rules, etc. \$77.00

RGG CARCASSONNE	*/#
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The players develop the area around the medieval town of Carcassonne by placing their battalions. Each turn the area becomes larger as the players expand and add roads, fields, cities and cloisters. Players may also deploy thieves, farmers, knights and monks to control the land tiles. You don't have enough pieces, so have to plan carefully. 72 land tiles, 40 pieces. \$40.00

**Carcassonne The Expansion** The Cathedral triples the value of a city and the Inn doubles the value of the road. Also new larger followers, and all you need to upgrade the game to six players. 18 new land tiles, 14 followers, etc. \$27.50

**Carcassonne: Hunters & Gatherers** A complete stand alone Carcassonne game. Set 1000 years before the original game, focusing on stone-age tribes. Players play land tiles to create a beautiful landscape, scattered with wild animals such as mammoths. Build huts to live in. 79 land tiles, 17 cards, 50 wooden pieces. \$46.00

Carcassonne: King	Two expansions in one! A 7-card expansion for Carcassonne and a 5-card expansion for Hunters & Gatherers. Comes in a tiny, tiny box. \$10.00
Carcassonne: Traders & Builders	Traders earn extra points, builders enable extra tiles, allowing cities and roads to grow faster. Pigs can enrich the value of farms. 24 new land tiles, 20 trade good tiles, 6 builders, 8 pigs, cloth bag. \$27.50
Carcassonne The Castle	Stand alone Carcassonne game for 2 players. Inside the map, players place tiles and their followers, knights, heralds, merchants. 78 tiles, etc. \$40.00
GMT CATAPHRACT	*/#

Great Battles of History VIII. Focuses on Justinian's reconquest of the Roman Empire from 528 - 558 AD, under his great generals Belisarius and Narses. Two complete games, one being tactical army conflict, for which there are six scenarios and six battlefield maps, plus a strategic campaign map for 2 players. Inside the map is a map featuring area movement, 740 counters covering both games. \$115.50

CoA Chariot Lords	*/#
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3 - 4 players. Set between 1500 and 600 BC in Asia Minor and the Mediterranean. Each player controls between 5 - 6 nations over the duration of the time period (though not all at the same time). Every nation has specific historical victory points. Beautiful mounted mapboard, 140 ? counters, 170 5/8 counters, nation charts, master nation chart, etc. Great! \$100.00

EGD Civilization	*/#
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This is an imported French version of the game, with an inserted English rulebook, which also has English of all the cards, etc. Seems to have the same map of the original game, except it is mounted. For 2 - 7 players, who lead fledgling empires and build up a nation's economic and cultural domination during the dawn of civilization, 800 - 250 BC. \$121.00

EGL Sid Meier's Civilization - The Boardgame	*/#
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Boardgame version of the PC strategy game. Create a civilization to stand the test of time. Start with one small village in 4000 BC. Move your settlers out to explore the world, discover hidden treasures or dangers, and create new cities. Conquer neighbors, develop new technologies, build wonders of the world, build military units. 784 plastic pieces, 46 x36 inch board, 100 cards, standard and advanced rules. For 2 - 6 players, ages 10+. Looks fantastic. \$120.00

RGG Clash of the Gladiators	*/#
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Players assemble teams of gladiators to do battle in the arena. Only the strongest and smartest teams will survive. Dice resolve battles, but the make-up of the teams is all important. There are 5 types of gladiators. 2 - 5 players, 60 gladiators, 20 gladiator holders in 5 colors, 12 animals, special dice, mounted board. \$60.00

EGD Condottiere 2nd Ed.	*/#
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In Renaissance Italy, armies of mercenaries fought to conquer fragmented city-states for the highest bidder. Using a unique deck of cards and the map of Italy, you must exploit the assets in your hand and thwart the traps set by your adversaries. Requires diplomatic cunning and good generalship to win. 96 playing cards, 60 small wooden pieces, mounted mapboard. Has optional rules. 2 - 6 players. \$100.00

RGG Doge	*/#
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A 3 - 4 player game. Venice flourished in the late middle ages as a maritime center. The old established families competed for political power and influence in this city state. As the heads of these families, the players use their power and influence to build the most magnificent buildings and places along the Grand Canal. Mounted board, 60 houses, 82 political board cards, 8 advisors. 26 scenarios. \$80.00

MAY Domains	*/#
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A beautiful game for 2 - 4 players. You are a duke trying to control more land during the Middle Ages, in order to gain power and prestige. By the designer of Settlers of Catan, with 4 board edge pieces, 9 land tiles, 60 action cards, 60 plastic knight figures, 16 plastic castles, 100 plastic border pieces, lots of counters. \$100.00

WAR Empires of the Ancient World	*/#
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The days of Alexander the Great, Julius Caesar, and the destiny of your empire, building armies, annexing neutral provinces, trading across the Mediterranean and fighting battles. The heart of the game is its innovative card combat system. Superb, full color cards, allow the use of pikes, swords, warbands, elephants, heavy cavalry, light horse, siege towers, artillery and galleys. 250 wooden playing pieces for 3 - 5 players, 110 full color cards. \$90.00

APL Granada	****
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Set in 1481, the Spanish player has to try to conquer the Moorish kingdom, while the Moorish player has to survive. Each player has knights, cavalry, foot, siege guns, leaders, galleys, ships. When units meet on the stunning point-to-point movement map, they battle on a combat display. 120 stunning cards, 420 pieces. \$80.00

GMT Great Battles of Alexander Deluxe Ed.	****
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Reprinted at, in this updated and expanded version. Has new unit and game counters, new revised map sheets, new packaging, and the battles and scenarios from the original edition of the game, plus those from the Juggernaut Module, and five more battles. There are therefore 10 battles in all. 3 counter sheets, 3 double sided maps, rules, etc. 26 scenarios, 26 scenarios, 26 scenarios. \$40.00

RGG Hellas	*/#
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Set in ancient Greece where players set out to discover islands and then fight over them. With 24 map tiles, 50 miniature ships & infantry, 50 cards of the games. \$44.00

COA Joan of Arc	*/#
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European boardgame set in English by Clive Barker. This is a game of war. For just over one hundred years England and France battled over who would sit on the French throne. Mounted mapboard, 20 castles and 10 fortresses, 80 cards, 4 countersheets, etc. \$110.00

EGD Knights, Brave & Bold (Ritter)	*/#
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A German game with an English rulebook. Each player is a King or Queen who sends knights to fight in a tournament. Knights try to gather as many prizes through victories through jousting, ladies try to obtain more prizes from knights than the other ladies. 20 cards, 70 counters, 50 wooden markers, rules, 24 dice. \$57.75

EGD Mare Nostrum	*/#
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You are the leader of a great burgeoning empire such as Rome, Carthage, Egypt, Greece and Babylon. Hire legendary heroes, build fortresses, wonders of the world. Collect taxes and commodities, buy legions and fleets, and conquer the world. Board, 144 cards, 58 counters, 5 sets of wooden pieces, etc. \$100.00

GMT Medieval	*/#
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A card game for 3 - 5 players, covering, very loosely, the events, situations and rivalries of the 13th century. The winner is he who survives the onslaughts of religion and the Mongols. 110 cards, 140 counters, play money. \$90.00

RGG Merchants of Amsterdam	*/#
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A boardgame for 3 - 5 players. Players take the role of 17th century families in the Amsterdam. They invest in the commodity market, build warehouses, trade offGOCs in colonies around the world. Central to the game is the auction clock, which simulates a Dutch auction. With lovely mapboard, cards, money, counters, etc. \$90.00

RGG Mexica	*/#
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A stunning board game in the league of Tikal. Set in 1325, players build the famous Aztec, or Mexica, city of Tenochtitlan. Players build districts surrounded by canals, build bridges connecting the districts, and build pyramidical buildings in the districts. 43 canal tiles, 11 bridges, 72 plastic buildings, 15 caipulli tiles, counters, etc. 2 - 4 players, ages 10+. \$77.00

Phalanx Nero	*/#
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Strategic boardgame where you try to become Emperor and stay Emperor, using assassins, bribes, Germans, armies, crisis, etc. 162 counters, 55 cards, mid mapboard. \$90.00

UBR New England	*/#
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Board game in which you must colonise New England in 1621. Build shelters, raise animals, grow crops. 72 tiles, 65 cards, 34 wooden pieces, board, etc. \$90.00

WFG Princes of the Renaissance	*/#
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You are the head of a powerful Italian family. Use your family's money to buy land, treasury, bribes, theft, etc. 93 tiles, 244 counters, mounted mapboard. \$90.00

MAY Quo Vadis	*/#
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Each player becomes the head of a powerful Roman family striving to gain as much political power and glory as possible. Senators of your faction occupy seats on the various committees. To advance they must make deals and acquire votes from other factions or win Caesars favor. 72 counters, 40 plastic senators, board. \$70.00

GMT Rise of the Roman Republic	*/#
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This game is the introduction to the Ancient World series, with shorter, smaller scenarios. Has the Samnite Wars, the invasion of Pyrrhus, the first three years of Hannibal. Elegant naval system, aftermath of battles, sixty Roman leaders, campaign system, 3 counter sheets, map of Italy & surrounds, etc. \$110.00

GMT Rome by Reiner Knizia	*/#
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Three Rome games in one box. In Hannibal vs Rome, two players maneuver legions and fleets across key paths, using number cards to resolve battles. In Circus Maximus up to five players use cards to use the team or challenge the race. In Imperium, up to five players vie to consuls in the empire. 100 cards, 100 cards, cloth chariots, legions, ships, with stickers. \$88.00

APL Rome at War: Hannibal at Bay	****
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A stunning new boardgame from Avalanche Press. For 2 players, Rome at Bay is set in the Italian peninsula, defeating every army Rome threw at them. Then the Romans invaded Africa. Players take the role of army commanders in this realistic game of ancient strategy. Play is fast and furious - there are no markers or combat charts. Long counter represent legions, phalanx & warband, square counters for light troops and mounted troops. Leader activation, simple one turn, morale tests, simple combat resolution, letting you concentrate on tactics. 2 mounted mapboards, rules, 5 scenarios, 121 stunning counters. Needs D6s. \$92.40

APL Rome at War: Fading Legions	****
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A stunning new boardgame from Avalanche Press. Recount the titanic struggles in Rome's twilight during the Fourth Century AD, with repeated invasions by Germans, Persians and Goths. Scenarios include Strasbourg, Maranga, Sumere, Adrianople, etc. 242 counters, 3 geo-morphic maps, rules, 2 scenario books, etc. \$100.00

RGG Samurai (reprinted)	*/#
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Turn based strategy game of balance and conquest. Try to become sovereign by influencing the three feudal clans through careful placement of resources. Resin pieces. \$80.00

COA Samurai & Katana	*/#
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A stunning boardgame for 3 - 6 players. Set in the middle of 16th century Japan during a civil war. You and one of the great clans of the time, the samurai shogun. Build castles, subject minor clans, defeat rivals, wipe out religious sects, conduct business with foreign countries. With 120 14mm plastic samurai, 18 plastic castles, 55 cards, beautiful mounted mapboard, various counters. \$92.40

SAV Senjutsu	*/#
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Customizable samurai warriors, 10 red and 10 black, go head to head. Octagonal, stackable plastic pieces represent swords, spears, bows, armor, ninja. Two 12 card clan decks to enhance your clan, includes game board. \$80.00

EG Sereissima	*/#
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Probably the most beautiful boardgame I've seen. The stunning mounted mapboard is of the Renaissance Mediterranean world, where Venetians, Genoese, Spanish and Turks trade and fight over strategic ports and precious commodities. Players build galleys, hire crew and buy commodities. They sail to other ports to sell cargo and earn money. Players also build up monopolies affects the price of the commodities. Players also take over the control of ports, and can build fleets of warships as well. 2 - 4 players, 28 plastic galleys, 101 coins, 105 plastic commodity pieces, 180 sailor pieces, 20 forts, 112 flags, dice. \$110.00

GMT Sweden Fights On	****
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Tactical battle game featuring four battles tracing the fall, revival and pinnacle of the Swedish military. Emphasizes command & control. Battles are Nordinglen, Wittstock, Breitenfeld, and Jankau. 4 maps, 3 counter sheets. \$121.00

RGG The Princes of Florence	*/#
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Experience the golden age of the Renaissance. Assume the role of the head of an Italian aristocratic dynasty and lead your family like the Medici or Borgias. Build great buildings, establish a court, invite famous artists or scholars to live and work in your court, who in turn bring you fame and prestige. Only the most prestigious prince will win. 6 boards, 12 pawns, buildings, landscapes, coins, cards. \$80.00

MAY The Settlers of Catan	*/#
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This is an extremely popular medieval boardgame. In this game, groups of settlers try to become the dominant group on the remote island of Catan by building settlements and cities across uncharted wilderness. Each player tries to guide their settlers to victory by trading and building. Building is a key element. Settlers of Catan is based on where you build and the roll of the dice. This combination of strategy and luck makes Settlers an excellent game for players of all skills. With 37 geo-morphic hexagons, 120 raw material cards, 36 development cards, 4 colors of game pieces, 120 friendly cards, 120 unfriendly cards, 120 scenarios, etc. \$80.00

Settlers of Catan Replacement Cards	95 resource & 25 development cards. \$20.90
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Settlers of Catan Travel Edition	A compact, portable edition. Plastic 19cm x 19cm board with small drop in tiles, small plug-in roads and settlements, tiny cards, plastic tray, 120 cards, 37 plastic pieces. \$57.00
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Settlers of Catan 5 & 6 Player Expansion	Now five to six players can explore and settle Catan. Allows you to add up to two more opponents without sacrificing ease of play. Has 15 hexagonal region tiles, and in two new colors has 10 wooden settlements, 8 wooden cities, 30 wooden roads, 25 resource cards, etc. \$48.25
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# 18 Wargames: Napoleonic WW2

**MAY Tigris & Euphrates** .....\*\*/##  
A game of great struggle wherein four kingdoms attempt to develop, converse, religion, political might and food. A balance of co-operation and conquest, course coercion, only one kingdom will reign supreme in the end. Includes the cities Ur, Babylon, and with stunningly beautiful components, including mounted mapboard, 150 civilization tiles, 150 treasure cubes, 150 wooden monuments, 160 wooden markers, 150 wooden cubes, 10 treasure cubes, etc. ....\$100.00

**EGD Vinci - Rise & Fall of Civilizations** .....\*\*/##  
Lead your civilization through the centuries. You use your civilization's different skills to build an empire, while competing with others for limited resources and territory. When your civilization reaches its limit, you can immediately take over a newly emerging one and start over again, but get points for all successes that you've had. 150 pawns in 6 colors, 39 other pawns, 97 counters, mounted gameboard, supply sheets, rules. Three to six players. ....\$30.00

## Napoleonic — 19th C.

**COA 1777 The Year of the Hangman** .....\*\*/##  
Operational study of the campaign for Philadelphia. Units are brigades and divisions, several turns per day, 280 counters, beautiful 34 x 22 map, historical commentary, dozen scenarios including campaign. ....\$89.00

**Phalanx Age of Napoleon 1805 - 1815** .....\*/#  
Strategic boardgame for 2 players, scenarios are 1805, 1809, 1813. Has military units and uses a dice system to resolve combat. Includes an army morale track, special rules, 162 large and colorful counters, 2 player aid cards. ....\$39.00

**S&T216 Asia Crossroads** .....\*\*/##  
The conflict between the expanding Russian and British empires in Central Asia in the 19th Century. Use military, economics, and cunning. 280 counters, large map. ....\$44.00

**The Gamers Aspern-Essling 1809** .....\*\*/###  
Napoleonic Brigade Series. Features an advanced command system, is well suited to solitary or multi-player play, units are brigades. This battle was Napoleon's first defeat. The Austrians defeat the French bridgehead across the Danube. 1809, 1 map, 42nd edition. ....\$99.00

**GMT Austrelitz: Napoleon's Greatest Victory** .....\*\*/###  
A detailed tactical level wargame. Features an army morale track, special rules, and artillery batteries, featuring a chit-based Command system, formations such as line, column, skirmish; special rules for units such as the French Imperial Guard, Russian Cossacks, etc. Six scenarios, two of them major. 1120 counters, 4 maps. ....\$99.00

**GMT BRANDYWINE** .....\*\*/###  
It is 1777 in North America, and General Howe leads the British army against the American capital at Philadelphia, where Washington is waiting. Has three scenarios and a special rule for the British. Features an army morale track, special rules, and tactics chits, leaders, basic and advanced rules, 176 counters, 22x34 map. ....\$71.95

**GMT Guilford 1781** .....\*\*/###  
Depicts two of Greene's most famous engagements in the American Revolution. Guilford Courthouse and Eutaw Springs. Greene had twice as many troops as the British but 3,000 were expendable militia. Double sided 22x34 map, scenarios, 176 5/8 counters. ....\$88.00

**COA L Armee du Nord 2nd Edition** .....\*\*/###  
A strategic game focusing on Napoleon's Belgium campaign in 1815, with the map including Charleroi, Leir, Charleroi, Bras, Liège, Genappe, Wavre, Mont St Jean, and Waterloo. For 2 — 3 players, the map shows the immediate area over which the campaign took place, with off board movement used to simulate the distances some units had to travel to reach the battlefield. 360 counters, 3 maps, as 34x22. ....\$68.00

**COA La Bataille D Orthez** .....\*\*/###  
In Southern France 1814, for the first time, we see British troops, under the command of Wellington, go on the attack. Command control plays a critical role, and highlights the differences between Wellington's army and the French. Includes command hierarchy and 500+ more make-shift organization. Rules, special rules, 3 scenarios, commentary, 500 counters, 2 22x34 maps, charts, etc. ....\$115.50

**COA Leuthen** .....\*\*/###  
It is December 1757. Under the leadership of the Prussian King, Frederick the Great, his remaining army of 40,000 men composed of Rossbach veterans and Breslau survivors against Charles nearly 60,000 polygenous force of Austrians, Hungarians, Imperials, Bavarians and Wurttembergers. Infantry battalions, cavalry regiments, artillery sections, 150 40 page battle rules book, 4 maps, 200 colorful units and leader counters, 280 markers, etc. ....\$99.00

**WAR Liberte** .....\*\*/##  
A game of the French Revolution. 6 players. Game play is complex and challenging, but the rules are simple. You employ various personalities and try to gain control of the three main political factions. Special cards include bread shortages, religious problems, purges, the infamous Terror. 110 cards, 82 wooden blocks, 125 wooden tokens, mapboard. ....\$89.00

**The Gamers Marengo** .....\*\*/###  
Napoleonic Brigade Series. Features an advanced command system, is well suited to solitary or multi-player play, units are brigades. June 1800, Marengo opened with an Austrian attack. After a successful turning movement, the French army gave way and all but routed. How was it then, that Napoleon managed a convincing victory? 280 counters. ....\$72.60

**COA Napoleon at Leipzig** .....\*\*/###  
His Grande Armee shattered on the Russian Steppes, Napoleon tries to regain the initiative in Germany. His erstwhile allies Prussia and Austria turn traitor and attack him. His most stoic foe, Russia, sends its massive army lumbering across the Vistula River into Europe proper. Draining every reserve the French Empire has left, he prepares to meet them. With three levels of play, solitary or up to 8 players, 360 colorful counters, great maps, etc. ....\$82.50

**EGL Napoleon in Europe** .....\*\*/##  
Magnificent game with 564 plastic pieces of generals, heavy and light cavalry, infantry and cannons, with a huge 46 x 36 mounted mapboard. Comes with basic, standard and advanced rules, 100 40 page battle rules book, as well as a 20 hour full campaign. 2 — 7 players. Full color rulebook. ....\$135.00

**APL Napoleon in the Desert** .....\*\*/##  
Napoleon invades Egypt in 1798. With large unit formations and five gripping scenarios including the Pyramids in 1798, Cairo in 1786, Mount Tabor in 1799 where Napoleon is outnumbered 17:1. 3 maps, 95 counters. ....\$70.00

**APL Preussisch Eylau: Eagles of the Empire** .....\*\*/##  
Volume III of the Battles of Napoleon series. Recreates the battle of Eylau fought on 8th and 9th of February, 1807 between Napoleon and Russia. With a snowy area movement map, 80 1 counters, 280 7 counters, 23x18 map, 8 pages of rules, 6 pages of scenarios. Units are infantry divisions and cavalry regiments. ....\$70.00

**GMT Prussia's Glory** .....\*\*/###  
Four of Frederick's most famous battles, Rossbach, Leuthen, Zorndorf, Torgau. Has a simple turn sequence, low unit counts and a single Combat Results Table combat system that engenders quick play. Portrays the crucial role of artillery, and has 704 stunning counters. 2 backpacked mapsheets, play aids, etc. ....\$110.00

**DG Rebels & Redcoats III** .....\*\*/##  
7 scenarios set between 1776 — 1780, of the American War of Independence. Command control, morale, artillery, light infantry, dragoons. 560 counters, 17x22 maps, rules. ....\$100.00

**PAR Risk** .....\*\*/##  
Without doubt one of the most popular board games. Set in the Napoleonic era, 3 — 6 players each begin with the world equally distributed among themselves. Players then distribute their battalions upon those world areas they own, placing one or more battalions on each area. Each turn is also a dice roll. The player with the most battalions merely one dice thrown per battalion you have in combat in that area. With a large, colorful mounted mapboard, mission & land cards, 30 plastic figures. ....\$67.20

**APL SOLDIER EMPEROR** .....\*\*/##  
Top quality game with thick glossy mounted mapboard. For 2 — 7 players who take the role of France, Austria, Spain, Turkey, Britain, Russia or Prussia. Use armies, fleets and leaders to conquer other lands for your empire. 345 counters, 64 cards, 2 x 22x17 mapboards. ....\$90.00

**APL SOLDIER KINGS** .....\*\*/##  
The Seven Years War, 1756 — 1763. Features a large map of Europe, Great Powers, Austria, Britain, France, Netherlands, Ottoman, Prussian, Russian, Spain, Maneuver armies and fleets on a point to point map to capture provinces and conquer enemy nations. 300 counters, 23x22, 23x18 maps which include Europe and North and South America, India, Philippines, etc. ....\$88.00

**JUM STRATEGO** .....\*\*/##  
One of the best mass-market wargames of all time, up there with Chess and Risk. Stratego is a two player game, where in Napoleonic times. Each player has 50 pieces, with a Marshall, one General, multiples of lower ranks including Majors, Sergeants, Bombs and Miners, one Spy and one Flag. Your opponent only sees the back of your pieces, only you know what they are. There is no luck involved. Each turn you move one piece. When you want to attack another piece, you place it on the square. The higher rank wins, and the lower rank is removed. Same ranks kill each other. The Spy is killed by anything, but he can kill the enemy Marshall. Bombs kill everything except for Miners. Your objective is to kill the enemy Flag. That's the only way to win. The game comes in several formats, as below.

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**EGL War! Age of Imperialism** .....\*\*/##  
A new company producing Axis & Allies-style games has just released this wonderful game. A game of empire building, exploration, economic expansion, technological advancement, diplomacy and battles in the Age of Imperialism, 1830 — 1900 AD. Players play one of the great powers of the era. For 2 — 6 players, with 3 sets of rules, basic, advanced and scholarly. Includes 108 large, colorful maps with pictures of the world, 55 cards that determine movement and affect combat. ....\$120.00

**PG Waterloo — Napoleon's Last Battle** .....\*\*/##  
Stunning new game by Phalanx Games. This is a tactical boardgame for 2 or 3 players, ie, French, British and Prussian. Has a scenario plus the whole game, a beautiful 20 x 20 mounted mapboard, 108 large, colorful maps with pictures of the world, 55 cards that determine movement and affect combat. ....\$90.00

**GMT Wilderness War** .....\*\*/##  
Takes two players into the French & Indian War, 1755-1760, the military struggle between France and Britain for control of North America. Uses strategy cards for conducting campaigns and incorporating many events and personalities of the war. 271 counters, 70 cards. ....\$100.00

## American Civil War

**The Gamers A Fearful Slaughter (RSS Shiloh)** .....\*\*/##  
Recreates the tense tactical situation of Shiloh 1862, when a Confederate army under General Beauregard launched a surprise attack on the Federal Army of Union Grant. The result was the first large battle of the war. 1,680 counters, 2 maps. ....\$190.00

**GMT Across the Rappahannock** .....\*\*/##  
A brigade level system that highlights the tactical situation of the battle of Shiloh. Has 2 big battles, Fredericksburg with a frontal assault across a heavily defended river, and Chancellorsville, the biggest battle of the war. 3 counter sheets, 3 22 x 34 maps, rules, scenarios. ....\$132.00

**Hasbro/AH Battle Cry** .....\*\*/##  
Has a large mounted mapboard, on which you place up to 48 terrain tiles in order to create any one of five provided scenarios, creating battlefields such as Gettysburg-Pickett's Charge, Vicksburg, and the Battle of Shiloh. Includes 115 highly detailed plastic figures, cavalry and infantry. The board is broken up into left flank, centre, and right flank. 8 unique dice and a deck of cards determine combat and command & control. ....\$99.95

**DG Battle Cry of Freedom** .....\*\*/##  
Two player card game of the American Civil War, with 300 full color cards, letting you recreate the war from 1861 — 1865. Includes key generals, theatre cards, command points. ....\$100.00

**GMT Blue Vs Gray Deluxe Edition** .....\*\*/##  
A grand strategy card game for 2 — 4 players that recreates the entire American Civil War. Game board around 3 hour attack map. 78 card North deck, 83 card South deck, 22x34 map with charts and tables, new rules book. ....\$60.00

**APL Chickamauga & Chattanooga** .....\*\*/##  
In 1863 the Union Armies moved south against Atlanta, only to be stopped by the Rebels, who then laid siege to the Union supply center of Chattanooga. But in the Battle Above the Clouds, the Yankees broke the siege. 289 stunning counters, two 22 x 34 maps with area movement, 7 scenarios. ....\$110.00

**The Gamers Gaines Mill** .....\*\*/###  
Civil War Brigade Series. Features an advanced command system, is well suited to solitary or multi-player play, units are brigades. June 1862, Fort Sumner and Union troops are cut off and under attack by Confederate forces. Stonewall Jackson is keen not to let them go. 260 counters, map. ....Special \$40.00

**The Skirmisher Magazine Issue 1** New magazine by MMP, who now own the rights to produce new games in the Great Campaigns series. This issue has the GACSW Standard Series Rulebook, which standardizes and replaces all the previous books. Comes with a counter sheet with 150 counters. Also battle ready scenarios for On To Richmond, Roads to Gettysburg, Stonewall in Valley, etc. ....\$47.30

**The Skirmisher Magazine Issue 2** Magazine with 130 counters, campaign for Here Come the Rebels, new scenario for Grant Takes Command, Fog of War Rules, Burnside Takes Command scenario, a raid on Washington, etc. ....\$44.00

**COA Lees Takes Command** .....\*\*/##  
A two player simulation of the Seven Days' campaign of 1862 that broke McClellan's army at Richmond. This event shattered Union hopes of ending the war quickly and gave birth to the legend of Lee and his invincible Army of Northern Virginia. Includes 2 22 x 34 map, 240 counters, 2 rulebooks, player cards. ....\$38.35

**The Gamers No Better Place to Die** .....\*\*/###  
Civil War Brigade Series. Features an advanced command system, is well suited to solitary or multi-player play, units are brigades. The Battle of Stones River or Murfreesboro occurred at the end of 1862 between the Union army of Rosecrans and the Rebels under Bragg. 280 counters, 2 maps, 2 scenarios, campaign. ....Special \$25.00

**GMT River of Death** .....\*\*/###  
This is the first game to take a regional look at the last major Confederate victory, Chickamauga in 1863. Uses the latest version of the Rules of the American Civil War system, but with a new fog-of-war style command system. With an endless stream of reinforcements and constantly moving armies, a unique battle. Small scenarios up to the three day battle, 1,260 counters, 4 22 x 34 maps, charts, dice. ....\$124.75

**The Gamers Seven Pines** .....\*\*/###  
Civil War Brigade Series. Features an advanced command system, is well suited to solitary or multi-player play, units are brigades. Union and Confederate forces engage near Seven Pines on June 26th 1862. Lee is in the midst of organizing his fearsome Army of Northern Virginia. Can you organize and locate the Union forces? 260 counters, 3 maps. ....Special \$40.00

**COA Summer Storm** .....\*\*/##  
Recreates the climactic week of action that decided the month and a half long Gettysburg campaign in 1863. With a unique system of command points and divisional activation cards. With a lovely hand painted tactical map, includes a total area of 11x14, plus two double-sided operational maps, each 17x22, 380 counters, full color order of battle charts, scenarios, historical commentary. ....\$132.00

**The Devil's To Pay** Add-on which explores what might have happened if Lee's Army of Northern Virginia had continued on to capture Harrisburg, while Mead's Army of the Potomac marched north into PA to intercept. Has 1 tactical map, 1 operational map, 16 page scenario book. ....\$34.65

**EGL The American Civil War** .....\*\*/##  
A new company producing Axis & Allies-style games has just released this wonderful game. A game of grand strategy and tactical battles during the civil struggle that divided the United States. Players play either the Union or the South. Lead armies into battle, build navies, enact commerce, or try to get European money. Includes 108 large, colorful maps with pictures of the world, 55 cards that determine movement and affect combat. ....\$120.00

**The Gamers Three Battles of Manassas (CWB)** .....\*\*/##  
Three games in one. Covers the First Battle of Bull Run, gives a second edition of the 2nd Manassas battle (originally simulated in first edition game August Fun), and takes a look at a potential 3rd Battle of Manassas in the fall of 1863. 560 counters, 3 mapsheets. ....\$118.00

**APL War of the States: Gettysburg 1863** .....\*\*/##  
Part of a series of games re-creating the massive clashes of the mid-1800s in Europe and America. Easy to play, tough to master, the games show the sweep of battle in Gettysburg, the military leadership of the Commanders, and the tactical decisions of the Union and Confederacy and change history. 268 counters, 22x34 map. ....\$100.00

**COA Africa 1880** .....\*\*/##  
Between 1880 and 1914, European powers raced to gain control of the African continent. Each player represents a nation exploring and colonizing Africa. The success of their adventure, however, has more to do with intrigue in the luxurious parlors of the embassies than hacking through the jungle. Negotiating alliances and declaring war are the main events of the world war. 22 maps, 100 counters, 180 cards, 100 markers, a stunning mounted mapboard of Africa, and rules. Nice, simple rules! ....\$110.00

**GMT Clash of Giants** .....\*\*/###  
The campaign of Tannenberg and the Marne in 1914, as two great powers, using the same rules. Tannenberg was the German victory that halted a Russian offensive into East Prussia and destroyed the Russian 2nd Army. The Marne was the climactic battle of Germany's attempt to defeat France in the war's first six weeks. Two full size large hex maps, 264 counters, units being divisions, brigades. ....\$88.00

**Hasbro/AH Diplomacy** .....\*\*/##  
Now re-released by Hasbro with 140 die-cut metal miniatures and a beautiful rulebook. Diplomacy is a two player game, where in Napoleonic times. Each player has 50 pieces, with a Marshall, one General, multiples of lower ranks including Majors, Sergeants, Bombs and Miners, one Spy and one Flag. Your opponent only sees the back of your pieces, only you know what they are. There is no luck involved. Each turn you move one piece. When you want to attack another piece, you place it on the square. The higher rank wins, and the lower rank is removed. Same ranks kill each other. The Spy is killed by anything, but he can kill the enemy Marshall. Bombs kill everything except for Miners. Your objective is to kill the enemy Flag. That's the only way to win. The game comes in several formats, as below.

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**COA Landships** .....\*\*/##  
Covers the Great War at tactical level. The 420 counters represent infantry platoons and cavalry squadrons, or a single tank or artillery piece. Each turn is around five minutes and each hex on the eight geographic map sections is 100 meters. Easy to play rules with over 20 scenarios. Trace the story of combat from the simple tactical level of 1914 to the sophisticated combined arms offensives of 1918. ....\$71.95

**Internal Machines** 20 new scenarios, 2 new double sided geo-morphic maps, 280 new counters with new vehicles, terrain, mortars, SMGs, body armor, LMGs, new intricacies of artillery operations. Covers 1915 — 1933. ....\$47.95

**DG Serbia/Romania** .....\*\*/###  
Two WWI battles, Serbia in 1914, where Austria Hungary is determined to punish Serbia for the assassination of ArchDuke Ferdinand, even though their army is too small. They must determine Serb resistance. And Romania in 1916. Romania enters the war two months too late, and an attack into the Balkans where German reserves are rushed into the area. Counter attacks are then launched. 560 back printed counters, 2 x 34 x 22 maps, 20km per hex. ....\$74.25

**DG The American Army in WWI** .....\*\*/###  
S&T Magazine 217, including historical commentary and game with 385 counters. 34x22 map, of the US Army in WWI. A one or two player game, units are regiments, and covers the great US offensive of the war. ....\$49.50

**AP The Great War at Sea 1898** .....\*\*/##  
Another Great War at Sea game. America challenges Spain for control of her crumbling colonial empire. With twenty scenarios, including three different campaign games. Players plot the movement of their fleets in advance and then resolve combat on the tactical map. Has two mounted mapboards, 180 stunning counters, 12 pages of rules, 6 sided dice. ....\$68.00

**Great White Fleet** 20 operational scenarios, feature the battleships and armored cruisers of the pre-dreadnought era. Also variant tactical rules for pre-dreadnoughts. An additional map extends the US Navy Plan Orange map southward. ....\$31.90

**AP The Great War at Sea Mediterranean** .....\*\*/##  
Fleets of 11 nations vie for control of the Mediterranean Sea in WWI, with player's ages 10 & up taking command of their nation's destiny at sea. 390 counters, two 17x22 strategic maps. One 25x25 tactical map, 12 page Rulebook 80 page Scenario book. Countries include Greece, Austria-Hungary, Britain, France, Germany, Italy, Russia, Turkey. ....\$118.80

**AP The Great War at Sea Plan Orange** .....\*\*/##  
What would have happened if the USA and Japan had gone to war in the early 1930s? What if their carriers were equipped with planes only? The US developed the Navy Plan Orange to deal with such an eventuality. Scenarios include small engagements up to a Jutland sized battle. With 210 stunning counters, 2 maps, 8 page rules, 12 page scenarios. ....\$90.00

**AP The Great War at Sea Plan Black** .....\*\*/##  
The US suspected that Germany may win WWI, and expected a major naval confrontation with the Germans in the Caribbean Sea by 1922. They formed Navy Plan Black to deal with this possibility. Meanwhile, the Germans also expected they might win the war and fight the US Navy, and formed Operations Plan III. This complete game features 20 operational scenarios, a 17x22 strategic map, 25x25 tactical map, 70 x 1 and 140 x 7 stunning counters. ....\$90.00

**AP The Great War at Sea US Navy Plan Red** .....\*\*/##  
As WWI drew to a close, a small staff of American planners drew up War Plan Red to prepare to fight the British. This game allows you to fight this theoretical conflict using plans from both sides. Many ships planned but never built are included. 210 beautiful counters, 17x22 map, 25x25 map, 12 scenarios, rules. ....\$90.00

**DG The Italian Front 1915 - 1918** .....\*\*/###  
Designed to be linked with the East Front and West Front game series, contains 5 separate battle scenarios: 1st Isonzo, Strafexpedition, 10th Isonzo, Caporetto, and Albrecht & Radetzky. 22 x 34 mapsheet, 560 die-cut counters, scenarios, player aid cards, standard rules. ....\$68.00

**GOB The Rise of the Red Army** .....\*\*/##  
A territorial strategy game covering the Russian Revolution following World War I. Historical representation of the Bolshevik, Siberian, and Crimean factions, including the Polish invasion of Russia, Japanese occupation, and independence movements from Finland and the Baltics. Start of the Russian Revolution, 1917, combined with The War to End All Wars. 2 maps, 175 plastic unit stands, etc. ....\$77.00

**AP The Russo-Japanese War 1904-5** .....\*\*/##  
A Great War at Sea game. This was the most decisive naval battle of the 20th century, which saw the decline of the Czar and rise of the Emperor. With 25 x 30 strategic map, 25 x 25 tactical map, historical scenarios, what-if scenarios, just 8 pages of rules and 12 pages of scenarios, 210 beautiful counters. ....\$90.00

**DG Advanced European Theater of Operations** .....\*\*/##  
The most accurate corps-level World War II strategy game published. Very accurate rules, the production rules are based on actual German doctrine of WW2, and includes twice as many pieces as the original game. Has every capital ship plus additional ones, every type of air combat unit. Two 23 x 34 maps of Europe and North Africa, 2,240 counters, 2 rules books, scenarios, campaigns, etc. ....\$220.00

**EGL Attack!** .....\*\*/##  
For 2 — 6 players, this is a game of WW2 world conquest. Has a 24 x 30 map of Europe, Africa, and USA; 600 plastic pieces of infantry, tanks, aircraft and artillery. Also special dice, rules include blitzkrieg, diplomacy, economic cards, naval cards, trade, building new units, etc. Games are 1 — 4 hours. ....\$66.00

**Attack! Expansion** Adds 180 plastic pieces of battleships, aircraft carriers, submarines and destroyers. Also a map extension of Asia & Oceania, new rules such as 4 political systems, eg communism, strategic bombing, technology, political action cards, economic cards. Extends game to 3 — 6 hours playing time. ....\$66.00

**GMT A World at War** .....\*\*/###  
Based on the award-winning Advanced Third Reich/Empire of the Rising Sun gaming system, A World at War features a dozen global campaigns and regional scenarios ranging from the introductory Battle of the Atlantic and Barbarossa up to separate European and Pacific wars. 2,800 counters, 2,800 counters, 22 x 30 map, 72 status sheets, 196 page rulebook, scenarios. ....\$350.00

**Hasbro Axis & Allies Revised** .....\*\*/##  
A new, revised version of the classic Axis & Allies boardgame, for 2 to 5 players. Beginning in 1942, the five world powers must expand their territory to deny the enemy land, as well as increase their vital industrial resources to thus increase armament production. Mechanics feature secret weapon development, strategic bombing, and submarine warfare. Components include a colorful 20 x 33 mapboard, 356 plastic miniatures representing infantry & tank armies, carrier task forces, sub packs, fighter & bomber squadrons, and two new pieces, destroyers and artillery. ....\$90.00

**Axis & Allies Europe** It is Spring in 1941 and Germany is about to invade the Soviet Union. This complete game features only the European Theater of WW2, from North Africa to the Middle East, from Norway to Egypt. Uses the same basic rules and concepts as Axis & Allies, but with eleven rules changes that make the game more detailed, such as two new combat units, destroyers & artillery. Allied income is subject to German naval attacks; can enter neutral countries; this is not technology development, strategic bombing may be escorted by attacked by fighters, etc. 189 additional pieces, 2 German jet Fighters, Brits & US jet Shermans, Russians get T-34s. Huge mounted mapboard, aids, etc. ....\$99.95

**Axis & Allies Pacific** December 7, 1941. Japan is about to launch one of the most infamous pre-emptive strikes in military history. Their target, the American Pacific Fleet moored in Hawaii. Pearl Harbor. Japan's attack on Pearl Harbor, the Philippines, Java. With 345 authentic plastic pieces of ships, planes, and ground units, you can now change the course of history as you battle over the whole Pacific, including Australia, China, Thailand and India. A complete game. More detailed than A&A. ....\$99.95

**A&A Accessories** By Table Tactics, contains 275 new plastic pieces and instructions, 100 pieces include heavy fighters, jeep, jet fighters, land mines, landing craft, superbombers, V2 rockets. ....\$80.00

**Modern Units in More Colors** Contains 216 pieces of APCs, hovercraft, jets, helicopters, MBTs in blue, light gray and light green. For any system? ....\$69.30

**Operation Barbarossa** A complete expansion for Axis & Allies, includes a map of Russia in 1941, a Russian City Card, and detailed rules to use the expansion. ....\$35.00

**The Expansion** By Gamers Paradise, contains elaborate naval rules, such as depth charge attacks, anti-sub patrol, German wolf packs, air search missions, and increased income rules. ....\$38.50

**The Expansion 2** By Gamers Paradise, contains new rules and 80 die-cut counter counters for artillery, air transports, paratroopers, carrier-based aircraft, German SS units, US Marines, Japanese defense fortifications, etc. ....\$38.50

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**Operation Barbarossa** A complete expansion for Axis & Allies, includes a map of Russia in 1941, a Russian City Card, and detailed rules to use the expansion. ....\$35.00



# Wargames: 72 ASL Western Front

**The World at War Expansion** Xeno Games. Has 20 new technologies including atomic bomb, sabotage, strategic bombing, battle of the Atlantic, invest in and improve your factories. Also a large mounted map of the world, tech development chart. \$60.00



**DGST219 The Spanish Civil War** \*\*\*###  
260 counters, 22x34 map covering two battles of the Spanish Civil War, being a 1937 Italian strike for Madrid; and the last major Republican offensive, at Penaroya. \$44.00

**APL THIRD REICH** by John Prados \*\*\*###  
A sweeping game of WW2. One of the best-known board games ever published is back in an all-new edition for a new century. Beautiful new graphics and streamlined play will make this game a new classic all over again. 2-6 players versus, guide the destiny of Germany, Britain, France, Italy, USA and the Soviet Union as well as many minor powers. Eight scenarios are included, each playable in an evening, plus a campaign game of the entire war in Europe. 640 counters, 3 mounted mapboards 22 x 8.5, 16 pages or rules. \$120.00

**ADG World In Flames Deluxe 6th Edition** \*\*\*###  
Award-winning Australian game. A strategic level game of the Second World War. Seven full color maps portray all the theatres of war: Europe, Russia, Africa, the Middle East, India, Asia, the Pacific, the Atlantic, and more importantly, Australia. 3,400 color counters represent the armies, corps, and divisions, the aircraft carriers, battleships, cruisers, and air groups that took part. Players make strategic decisions that decide the fate of nations. What forces to produce, where to commit them, and when and how? This final edition has new, graphically stunning maps and counters. The maps have larger hexes with the most accurate terrain yet seen in a strategic game. The deluxe version includes Ships in Flames, Planes in Flames, Axis Airline, Africa Airline, and Mechs in Flames. All their rules have been revised, simplified and incorporated into the main rules. Scenarios & campaigns. Thoroughly recommended. \$220.00

**World In Flames Classic** Basic edition. \$110.00

**World In Flames Starter Kit The Final Edition** \*\*\*###  
You need to play, except for 2 x D10, 5 full color maps, 1400 counters, Final rules book & scenarios. This is basically an unboxed version of WIF Classic. \$99.00

**World In Flames Rules Booklet** Rulebook, scenario book, production credit, combat chart, 2 build charts. \$40.00

**World In Flames Super Deluxe Package** Contains World In Flames Deluxe, Rules, Campaigns, Maps, Decision 2, Patton in Flames, Counters, Axis Airline, Carrier Planes in Flames, WIF Annual. \$500.00

**AMERICA IN FLAMES** This is a complete game. 2-5 players fight for control of the Americas in 1945, after the Axis powers have conquered all of Europe and Asia. Germany, Italy and Japan must attempt the largest naval invasion in history, as they attempt to conquer North and South America. USA and the remnants of the Commonwealth try to delay the Axis conquest long enough to let US scientists develop the superweapon that will win the war. Both sides try to woo the neutral South American countries to join them. With 840 counters, 2 x 59x84mm maps, rules book, charts, dice. \$102.00

**CARRIER PLANES IN FLAMES** 260 counters, the Carrier Planes in Flames rules supplement, Final Ed combat charts, Terrain Effects Chart. \$30.00

**CONVOYS IN FLAMES** Features all the escort carriers, sub chasers, ASW aircraft from the battle of the Atlantic. 400 counters, rules, combat chart. \$50.00

**CRUISERS IN FLAMES** Includes every light cruiser and AA cruiser of WWII. Also convoys and tankers. 400 counters, rules, combat chart. \$50.00

**DAYS OF DECISION III** A game of politics and war during the volatile years 1936-46. You, as leader of one of the nine major world powers, must guide your country through these dark and difficult years, pitting your wits against the other world leaders to ensure that your ideology holds true and your country is victorious. 800 counters, large map, rules, charts. \$93.00

**PATTON IN FLAMES** A complete game that provides everything you need to fight the greatest battle never fought - World War Two does not stop in 1945, but sees the USA go head to head with the Soviet Union. Alternatively, the 1948 Arab-Israeli war sees the Soviet Union intercede on behalf of the Arabs, with the West going to the aid of the Israelis. Uses the latest WIF rules and maps. Has 5 maps of West & East Europe, Asia & the Pacific, USA, 1,000 counters, rules, etc. \$121.00

**The World in Flames Millennium Annual** Features Patton Flames, World in Flames, America in Flames, 200 Politics in Flames counters, a World in Flames Final Edition Combat Chart. 76 pages of goodness! \$50.00

**WIF Annual 1998** Includes Leaders in Flames expansion, with 140 counters, players notes for every major power, 16 page rules insert, all the latest from the WIF world, etc. \$50.00

**WIF Companion on CD** Now the entire WIF universe is available in one easy to use CD for your PC. Including all the maps, counters, rules and charts from all the WIF games and kits as well as the latest fully cross-referenced rule books and Line of Communication magazines (from issue 9). Requires IBM PC. \$77.00

## Advanced Squad Leader

**MMP Advanced Squad Leader Rulesbook 2nd Ed** \*\*\*\*###  
This is ONLY a rulebook - more specifically a sturdy 3-ring binder with rules and with 8 separate reference cards. These rules combine soundness of design with attention to detail and ease of play. Built on the popular Squad Leader system. This 2nd Edition also benefits from all the fine-tuning accumulated over the past 15 years. Included in these 2nd Ed rules are separate full-color chapters for Infantry, Terrain, Ordnance and Aircraft, Vehicles, a chapter with advanced rules (night, weather, boats, planes, skis, convoys, etc.) German and Russian Vehicle and Ordnance Notes, expanded Training Manual, expanded index, etc. The reprint will have off-board artillery and vehicle overrun flowcharts from Action Packs 1 and 2, as well as the night fighting play aid originally included in Pegasus Bridge. \$160.00

**ASL Starter Kit #1** Teaches new players the basic concepts of the infantry and terrain rules of ASL by using an illustrated rulebook. It is also a standalone game with two 8x22 mapboards. Has one sheet of counters, six infantry only scenarios, dice, rules. \$30.00

**A GI's Dozen** Contains 13 new ASL scenarios updated and adapted from the pre-ASL products GI: Anvil of Victory and Series 300. Scenarios include North African in 1942, German counter attacks at Anzio, US paratroopers make a daylight drop over a bridge, the 101st Airborne in trouble, Germany 1945. \$29.70

**ASL Action Pack #2** By MMP. Contains mounted mapboards 46 & 47, two sheets of land and building overlays, additional chapter B rules, overrun flowchart playing aid, & 8 scenarios, including Dec 1941 in the outer suburbs of Russia, Tigers try to keep an escape route in Russia 1944, Japanese in Guadalcanal in Guadalcanal in US, etc. \$40.00

**ASL Journal Issue One** The first new product from MMP, the new producers of ASL. A 64 page journal similar to the previous Annual. Includes an article on smoke in ASL, how to use 2nd rate AFVs, a Red Barricades campaign, Chapter 5 (Red Barricades), jungles, and heaps of top quality scenarios from all periods of the war. \$46.20

**ASL Journal Issue Three** A new 80 page journal packed with scenarios and articles, including a campaign in Italy 1943, Salerno, articles on Norway, AA Guns, 34 individual scenarios from 1940 - 45, a Kunk mini campaign, article on Bogue, and much more. \$60.00

**ASL Journal Issue Four** A new 46 page journal including a feature on historical use of British carriers, a sheet of hedge overlays, Bloody Omaha SASL mission, 12 ASL scenarios (lots with carriers), articles. \$46.00

**ASL Journal Issue Five** A new 46 page journal with a desert mini CG, DUKWs and Buffalos, AFV Passengers and crews, and heaps of fantastic scenarios to play. \$40.00

**ASL Out of the Attic #1** Reprints of formerly out of print articles and scenarios for ASL, including learning the night rules phase by phase, nighttime tactics, beginners guide to infantry tactics, scenarios. \$34.50

**BEYOND VALOR MODULE 1 Revised Ed** Contains an extensive German and Russian force pool: 2396 counters representing every major vehicle and gun used by the belligerents - from horse-drawn wagons to the gargantuan IS3. Includes a large assortment of markers, leaders, infantry squads, and support weapons as well. I play the poor bugger that has to carefully cut it from this lot! Also features four 8x22 mapboards, (#20 to 23 urban) and 10 scenarios. \$132.00

**PARATROOPER MODULE 2** This module introduces the advanced mechanics to SQUAD LEADER players. Contains ALL the necessary counters & markers for the 8 scenarios provided (recreating US airborne operations during the Normandy Invasion). Features one (#24) mapboard, 478 counters, plus Chapter K, a 24 page Campaign Note, requires mapboards #1 to #4 to play. \$100.00

**YANKS MODULE 3** The American expansion set. It contains 1400 counters with the usual plethora of AFVs, ordnance, heavy equipment, leaders, NCOs, guards, and markers. There are also four 8x22 mapboards (#16 to #19), 8 scenarios, Chapter E, plus US vehicle notes for chapter H. \$110.00

**PARTISAN MODULE 4** Features 8 scenarios specifically pitting guerrilla operatives against the Germans and their allies - from the rugged mountains of Greece to the streets of Warsaw. Contains 260 counters (axis armor infirmary & support weapons), plus two 8x22 mapboards (#10/32). \$55.00

**FOR KING & COUNTRY MODULE 5** Replaces West of Alamein. Adds the British Order of Battle to ASL, lets you recreate British actions in Europe, has 4 mounted mapboards, 1, 7, 8, 12, five countersheets, 20 updated scenarios, Chapter H for the British. You need ASL and Beyond Valor to use. \$170.00

**THE LAST HURRAH MODULE 6** Replaces West of Alamein. Adds the British Order of Battle to ASL, lets you recreate British actions in Europe, has 4 mounted mapboards, 1, 7, 8, 12, five countersheets, 20 updated scenarios, Chapter H for the British. You need ASL and Beyond Valor to use. \$170.00

**CODE OF BUSHIDO MODULE 8** The Japanese army and rules for the Pacific theatre. Contains 600 counters covering all major Japanese units, gun & troop types employed from the 1930s to 1945. Also includes 4 mapboards (#34 to 37), 4 sheets of jungle overlays (35 in all), 8 scenarios, Chapter G (16 pages covering jungle terrain, banzai charges, kamikaze tank-nukes, hara-ki, pac animals), etc. plus Japanese additions for chapter H. \$110.00

**GUNG-HOI MODULE 9** Contains 1008 counters introducing the nuggly US Marines. Chinese army, plus an assortment of Japanese. Allied landing craft. There are also 28 more pages of Chapter K, Chinese notes for Chapter H, two mapboards (#38 & 39, 19 beach/sea/river overlays), and 8 scenarios. \$110.00

**CROIX DE GUERRE (Cross of War) MODULE 10** This module adds the 1939-40 French, Vichy French, and Free French to ASL. It contains the entire order of battle including personnel, weapons, and vehicles, two new mapboards (#40 and #41), one sheet of building, stream, etc overlays, 8 pages of revised rules. Chapter H revised & DVO, and scenarios. There are also 200 counters. \$220.00

**DOOMED BATTALIONS MODULE 11** 3rd April 1940 - threatened with aerial bombardment of Copenhagen, the Danes quickly surrendered, but because of poor communications the news did not reach the front lines. Mapboards 44-45, 8 new scenarios with overlays, and Allied Minor Armor and Ordnance. \$110.00

**ARMIES OF OBLIVION MODULE 12** At long last, the final core module of Advanced Squad Leader. Armies of Oblivion (AO) brings the ASLer the Axis Minor Armor and Ordnance, Infantry, vehicles, and armor. \$220.00

**KAMPFGRUPPE PEIPER II HISTORICAL MODULE 3** A companion that expands upon MODULE 2. Includes update to Chapter P: three different campaign games. In the campaigns, surviving units and equipment are retained for the next campaign scenario, a critical tactical dimension - conservation of force - is added. Six scenarios, and one monster scenario uses all the maps & 2 maps, 2 scenarios, counters, Chapter P rules update. \$100.00

**PEASBRIDGE HISTORICAL MODULE 4** The glider-borne D Company, 2nd Oxfordshire and Buckingham Light Infantry seize a key bridge over the Caen Canal in Normandy. They repulse eight different German counterattacks from the 21st Panzer Division and 716th Infantry Division until relieved. With 22 x32 map, Chapter Q, 224 counters, 16 scenarios. \$76.80

**BLOOD REEF: TARAWA HISTORICAL MODULE 5** US Marines were being slaughtered as they attacked in waves upon the heavily defended beaches of Betio Island, defended by over 2000 Japanese. The Marines took the island after over 500 defensive positions and structures. With 826 counters, two 23 x 31 maps of the island, scenarios, campaigns, Chapter T. \$110.00

**A BRIDGE TOO FAR HISTORICAL MODULE 6** British Paratroopers seize a grand bridge in Arnhem and hold out against the 9th and 10th SS Panzer Divisions, and are soon fighting over city blocks. Has Chapter R detailing city terrain, bridge rules, campaign rules; also 1,040 counters, 9 scenarios and 3 campaigns, a 23 x 31 full color map, and scenarios. \$100.00

**OPERATION: WATCHTOWER HISTORICAL STUDY 1** Focuses on the first American offensive in the Pacific. Once you've played through all sixteen sequential scenarios, you will better understand the difficulties of the Guadalcanal campaign. Has a 40 x30 map, 260 counters, 16 scenarios, Chapter Z. \$95.00

**OPERATION VERITABLE HISTORICAL STUDY 2** Set in February 1945, Canadian troops must throw the Germans back the Rhine by attacking paratrooper mudflats. Once they have taken the farms, they must expect counter attacks by German paratroopers and remnants of two elite panzer divisions. Has 16 scenarios, campaign rules, chapter historical booklet, 2 countersheets, map. \$90.00

**SOLITAIRE ASL 2nd Ed SOLITAIRE MODULE 1** This new edition has new nationalities and missions included. Has numerous charts and tables for generating enemy units, random events, and mapboard configurations. The highly detailed and historically accurate unit activation tables are arranged on various full color nationality cards - one each for Americans, Russians, and Germans, allowing you to play any of these three sides against the other. With 14 new scenarios, 260 counters, generation cards, Chapter S. \$99.00

**Hedgerow Hell DELUXE MODULE 2** Has 4 geomorphic 11 x 26 mapboards, depicting typical Normandy country terrain, with enlarged hexes. Also has 8 scenarios, 117 AFV counters, 24 playing aid cards. \$82.50

**Airborne Start** By Critical Hit. Features a huge new map, and 12 scenarios that let you recreate the 2nd Airborne holding the Marais des Fosses in Normandy 44. \$60.00

**Guerra Civil - Spanish Civil War 1936-39** By Critical Hit. Requires BV, WOA, HL, Partisans, ASL Rules. This was the dry run to WW2. Has 736 counters for the numerous troop types, a complete section of AFVs, artillery, 16 pages of new rules and unit notes, and two 22 x 8 full color board overlays, and a 8 x 6 overlay. 12 scenarios. \$100.00

**Stalinrad** By Critical Hit. Requires Red Barricades, Beyond Valor, ASL Rules, etc. Has 3 gripping scenarios of the ferocious fighting in and around the Dzerzhynsk Tractor Works. Includes a large map of the area. \$46.20

**Dien Bien Phu** By Critical Hit. Requires BV, CDG, WOA, & ASL Rules. The early phase of the Vietnam War. With new combatants, the battle for a series of strong-points known as Champs Elysees is depicted using the included historical map, 22 x34, and six scenarios. Also 368 counters, three new 8x22 map overlays, 9 other scenarios. Boxed. \$110.00

**Blood & Iron** Critical Hit. Requires BV, COB, & ASL Rules. Has new scenarios focusing upon the US 27th Infantry Division attempting to take the Iron Poles from the Japanese on Okinawa in 1944. A full color map of the item pocket, historical notes, cave set-up play aid. \$55.00

**Busting the Bogaie 2nd Ed** By Critical Hit. Has 6 detailed new scenarios, a historical large hex map of Pointe du Hoc. \$34.50

**Hero Pax 1 Hurlen Hell to Bulge Nightmare** By Critical Hit. Has 8 fast playing tournament style scenarios, Western Front, 1944. \$26.40

**Red Barricades Softcover Maps...Map North - \$14.85 Map South - \$14.85**  
Two huge maps of the streets of Stalinrad, with factories, ruined buildings, etc. Map North includes a river down one side. Map South is just sprawling factories.

## African Campaign

**JED AFRICAN CAMPAIGN 2nd Edition** \*\*\*\*###  
A fast, desperate game of the desert war from late 1940 to early 1942. The mechanics include airpower, fuel supplies, high speed, and more. Includes 168 counters and an 11 x32 mapboard. Rommel's meagre forces of mobile panzers & hesitant Italians take an assortment of Commonwealth forces in a very fluid battle along the coast, with both sides quick happy to ignore stubborn concentrations of defensive lines. \$24.00

**GMT KASSERINE** \*\*\*\*###  
Rommel's battle for Tunisia 1943. Features the best existing detailed Order of Battle from extensive notes, including Corps, Divisions, Regiments, HQs, leaders, motorcycle troops, a wide variety of tanks including Tiger tanks, 88mm guns, a battery of aircraft, etc. Also ranged artillery, artillery fire nets, defender reaction and counter-attack, minefields, 420 counters, 22x34 map, play aid cards. \$82.50

**MMP SHIFTING SANDS** \*\*\*\*###  
Shifting Sands is a point-to-point movement, card driven game based on the World War II African campaigns of 1940-1943. 110 cards, 2 counter sheets, map. Due late 2004? \$110.00

**CHI (Advanced) Tobruk 2nd Ed** \*\*\*\*###  
A complete game from Critical Hit. A detailed new game system that allows you to create the level in North Africa in WW2. Tactical level game with easy to understand and use rules. Lets you recreate Gazala and the entire war in North Africa, including Crusader, Battleaxe, 1940 campaign, Tunisia. Has gun dials, separate pivoting turrets, different ammunition types, etc. Has a quick start tutorial, 1025 counters, two lovely game board charts, 24 scenarios, terrain overlays. \$165.00

**Advanced Tobruk 2nd Ed Rulebook** 40 pages plus counters. \$16.50

**Advanced Tobruk Gamers Guide** More history, new sequence of play, errata, modifications, campaign, game reports, terrain overlays. \$33.00

**Advanced Tobruk Tank Tactics Guide** Modeled after the US Army's TC 17-12-1, 220 for Tankers on Defeating Soviet Armor. Has a complete Armor Basic Game. \$12.00

**Arnhem Advanced Tobruk Game** This is a complete game of the British 1st Airborne in the Battle of Arnhem. Has two 22 x 34 linking maps, a complete 2nd Ed rules, scenarios, heaps of counters. \$132.00

**Advanced Tobruk Gamers Guide to Arnhem & Scottish Corridor** Contains new scenarios, British tank tactics, British tank-infantry cooperation, terrain overlays. \$33.00

**Advanced Tobruk Tank Tactics Guide** Modeled after the US Army's TC 17-12-1, 220 for Tankers on Defeating Soviet Armor. Has a complete Armor Basic Game. \$12.00

**Blunted Sword Advanced Tobruk Expansion Pack 4** 12 scenarios, 16 new tank cards, and a countersheet. Focuses on combat in Tunisia from 1942 - 1943, including the Tiger. \$40.00

**Benghazi Handicap Advanced Tobruk Expansion Pack 2** Scenarios take the action from March 1941 - April 1941, right up to and including Rommel's defeat at Tobruk during Easter 1941. Includes the Sdkfz 250-7, the Sdkfz 251-10 37mm Pak halftrack, and Sdkfz 221. Also map segments. \$44.00

**Devil's Garden Advanced Tobruk Expansion Pack 3** 12 scenarios, 6 new tank cards, and a countersheet. Focuses on combat in Tunisia from 1942 - 1943, including the Tiger. \$40.00

**Scottish Corridor Advanced Tobruk Game** This is a complete game of the two divisions of the elite II SS Panzerkorps being hurled into the untried British troops of the 5th Scottish Division. Both their backs to the Normandy beaches. Two 22 x 34 linking maps, scenarios, rules, counters. \$132.00

**Wavell's 30,000 Advanced Tobruk Expansion Pack 1** Scenarios take the action from June 1940, as the Italians crossed the wire to enter British-held Egypt. New AFV counters and kits as well as the latest fully cross-referenced rule books and Line of Communication magazines (from issue 9). Requires IBM PC. \$77.00

**Support version** Also map segments. \$44.00

## Italian/Mediterranean Theatre

**The Gamers A Raging Storm Italy 1944** \*\*\*\*###  
Tactical Combat Series, which emphasizes command and control. Units are platoons, vehicles are individual. In 1944 the British established the Anzio Bridgehead in Italy, dug-in, and awaited the German counter-attack. When it came, it was more ferocious and determined than possibly imagined. They held, but can you? 980 counters, 2 x 22 x34 maps, two campaigns, four scenarios. \$94.60

**APL Bomb Alley Mediterranean Naval War 1940-43** \*\*\*\*###  
For four years, Britain's Royal Navy and Italy's Regia Marina waged a ferocious battle for control of the Mediterranean Sea. 50 scenarios re-create these struggles, such as convoys to Malta, long range torpedo boat attacks, and British battleships duels at Cape Teulada. 840 stunning counters, two 22 x 17 operational maps, one 22 x 17 tactical map, 24 page series rules. 50 scenarios. \$110.00

**The Gamers Hunters from the Sky** \*\*\*\*###  
Tactical Combat Series, which emphasizes command and control. Units are platoons, vehicles are individual. The Germans need to take over Crete, but don't have enough aircraft to do so. They must take over the whole island, and hold the Maltese. The airfield so that ground troops can be airlifted in as reinforcements. The defenders are New Zealanders! 840 counters, 2 x 22 x34 maps, etc. \$94.60

**Critical Hit Santa Maria Infante** \*\*\*\*###  
A complete gaming using the Advanced Tobruk System rules, with basic rules that lets you play within minutes. Individual squads, weapons and tanks recreate battles in several scenarios set in the US assault on Rome in 1944. 22 x34 map, counters, play aids, etc. \$90.00

## Western Front

**COA ACHTUNG - SPITFIRE** \*\*\*\*###  
Simulates tactical air to air and air to ground combat over Europe from 1940 - 43, the days in which the Spitfire sent terror in the hearts of the German pilots who opposed them. Includes a chapter detailing the generation of the Spitfire, and a chapter detailing missions and even campaigns. Uses the same system as Over the Reich, with 280 counters, 24 aircraft data cards one 34x22 map, rules, etc. \$49.50

**CH AGAINST ALL ODDS** \*\*\*\*###  
A complete ASLish game in which your US 82nd Airborne Division must stop the German reinforcements from getting through to Utaal. Includes 1600 counters, 22 x 34 mapboard, complete rules, counters, scenarios, dice. \$90.00

**APL AIRBORNE Panzer Grenadier** \*\*\*\*###  
A stand alone Avalanche Press Panzer Grenadier game. 1944. Floating down from the pre-dawn skies over Normandy, American soldiers created a new word for courage - Airborne. In a few short weeks, they defeated Germany's battle-hardened paratroopers. Includes the full history of the battle, and a complete ASLish game. 165 counters, lovely mounted mapboard. \$60.50

**APL America Triumphs - Battle of the Bulge** \*\*\*\*###  
Players face historical choices, German supply problems grow as time passes and as Allied airpower is brought to bear. 280 counters, 34x22 map, rules. \$70.00

**GMT Ardennes 44 Battle of the Bulge** \*\*\*\*###  
Features an extremely accurate map 30 x 37, two shorter scenarios, the campaign game, two and a half counter sheets. German attacks follow historical advance routes. US defenses are as large as they were historically. \$110.00

**APL BATTLE OF THE BULGE Panzer Grenadier** \*\*\*\*###  
Stunning game by Avalanche Press in the Panzer Grenadier series. The Germans fling their panzer divisions at the Americans in a desperate attempt to save the Reich. With 51 historical scenarios of vicious tank battles and infantry combat controlling platoon sized units. 465 counters, 4 mounted mapboards. \$120.00

**SPI BATTLE OVER BRITAIN** \*\*\*\*###  
Reprint of the SPI classic. It is August 1940 and the Luftwaffe attacks Britain. The Strategic Game recreates the entire battle in five-day turns and confronts you with the same tactical choices faced by the actual commanders. In the Strategic Game you experience the fury and tension of aerial combat in six raids. In the Advanced Game, you must combine strategy & tactics. With 3 maps, counters, etc. \$42.90

**DEC BATTLES FOR THE ARDENNES** \*\*\*\*###  
Has four maps for 4 different engagements in the Ardennes, including 3 battles set in 1940, and 1 battle set in 1944. 800 counters, 32 pages rules & campaign info. \$80.00

**MMP BITTER WOODS 2nd Edition** \*\*\*\*###  
The critical first eleven days of this historic struggle of the Battle of the Bulge. 1944. Specific rules include mechanized exploitation, movement, bridge demolition and construction, Kampfgruppe Peiper Breakout, Skorzeny infiltration, random events, hidden fuel dumps, reserves, artillery support, 22 turn campaign, unit scale is brigades, 320 counters, and edition rulebook, 22x32 map. \$115.50

**COA BRUTE FORCE** \*\*\*\*###  
The Story of Europe Series. A coming of age for the European theatre of the war. Campaigns in the West. German invasion of Norway, 1940 Blitzkrieg in the West, and 1944 Operation Overlord. Each forces you to carefully allocate limited air and naval support and manpower assignments. 840 counters for corps, divisions, brigades, 2 x 34 x22 maps, rules. \$132.00

**CH Combat! Rangers 2nd Ed - D-Day, Pointe Du Hoc** \*\*\*\*###  
Complete game of the Rangers, recreating the 2nd Ranger Battalion's role in the hedgerows of Pointe Du Hoc from D-Day to 8th June. 350 counters, new map. 2nd Edition rulebook, six new scenarios, basic game rules & training map. \$60.00

**MMP SIXTY S GAMBLE Market Garden** \*\*\*\*###  
Based on Avalon Hill's Breakout! Normandy game system, this game uses area movement, a semi-simultaneous movement system focusing on player interaction. The Allied player tries to force his way up Hill's Highway to relieve the British paratroopers at Arnhem Bridge. The Germans try to stop him. 552 counters. \$85.00

**DEC NUTS! Battle of the Bulge Card Game** \*\*\*\*###  
Card game for 2-4 players, with cards representing German, English and US brigades, regiments, and battalions. Includes campaign cards representing the progress of the battle. Event cards represent the situations that arose in the battle. Has 2150 card sets. \$40.00



# 20 Vargames: 1/2 General Games

## Eastern Front

**TheGamers A Frozen Hell** .....\*###  
Tactical Combat Series, which emphasizes command and control. Units are platoons, individual vehicles. Expanding the Soviet empire in the Arctic. The Soviet Union is trapped in Finland in 1939, where a tiny but motivated and well trained Finnish army stopped them in their tracks. 840 counters, 2x22 x34 maps. ....\$132.00

**DG Beyond the Urals** .....\*###  
A two player strategic level simulation of a campaign that might have occurred if Pavlov's 1941 defensive strategy had been used rather than Zhukov's, i.e. most the Red Army has been defeated, and Moscow fallen, but the Soviets fight on nonetheless. The final battle is for the Urals. 176 counters, 34 x22 map. ....\$50.00

**DG Cherkassy Pocket: Encirclement at Korsun** .....\*###  
During the winter of 1942, Hitler's orders not to retreat allow the Soviets to execute a pincer movement against the Germans around the town of Korsun, trapping them. The Germans mounted relief efforts while the Soviets tried to crush the pocket. Battalions and brigades, 4 scenarios, campaign, 520 counters. ....\$90.00

**DG Drive on Stalingrad** .....\*###  
Two player strategic game of the German attempt to conquer Stalingrad and the Caucasus in 1942. The Germans are on the offensive for the first 11 turns, the Soviets on the counter-offensive for the next 11. Units are primarily divisions and Soviet tank & mechanized corps. 420 counters, 34x22 map. ....\$100.00

**TheGamers Enemy at the Gates** .....\*###  
In Nov 1942, after 4 hours of artillery barrage, countless swarms of Soviet infantry, tanks, and guns attacked the Romanian lines north and south of Stalingrad, meeting together, and entombing the 6th Army in the city. For battalions to divisions, there are lots of one and two map scenarios up to 1943, including German relief and airlift efforts, & Manstein's backhand blow. 2,240 counters, 4 x 22 x34 maps. ....\$138.60

**MIH Gotterdammerung 2nd Edition** .....\*###  
This new, second edition game of the Battle of Berlin offers a unique Berlin street-level inset map for movement, a rules book, a rules book & playbook, dice, and player aid cards. 1-4 players. ....\$66.00

**GMT LOST VICTORY KHKOV 1943** .....\*###  
It is winter 1943 and the German 6th Army is trapped in Stalingrad. But a worse disaster is brewing, the Red Army is descending on Kharkov and is driving for the main German supply bases on the Dnieper, with only a thin grey line to stop it. With 480 stunning counters, 2x34 game map, rules book & playbook, dice, and player aid cards. 1-4 players. ....\$66.00

**COA OPERATION KREMLIN 1942** .....\*###  
What if Hitler had gone for Moscow again in 1942 rather than Stalingrad? Orders of battle are based on historic organization charts of what was available at the time. You'll see very quickly by the Soviet forces present that Stalin was not expecting the Germans to go for Moscow in 1942. 176 counters, 34 x22 map. ....\$70.00

**COA OPERATION SPARK!** .....\*###  
Operation Spark was the Soviet offensive in January 1943 to relieve Leningrad of the German siege. Soviet infantry are regiments and battalions and the Germans in battalions, the armor and the artillery are brigades. 240 counters, 34 x22 map, charts, tables, rules, dice. ....\$80.85

**APL PANZER GRENADIER HEROES OF THE SOVIET UNION** .....\*###  
A complete game with Panzer Grenadier rules, that can be combined with Panzer Grenadier. This second game includes Soviet units, Soviet patrol troops, Luftwaffe ground troops, and Katyusha rocket launchers. Has 2 beautiful mounted mapboards, 165 stunning counters, 24 scenarios, 12 for this game, 12 requiring both games. ....\$94.05

**AFRIKA KORPS** .....\*###  
A complete game with Panzer Grenadier rules. The theater most noted for tank battles. Non tank scenarios cover the tremendous armored clashes of 1940 & 1941. Players command platoon sized units representing German, British, Australian and Italian infantry, tanks and artillery. 737 beautiful counters, 3 x 22 x34 maps, 16 pages rules, 50 scenarios. ....\$120.00

**Tank Battles** .....\*###  
46 scenarios for Panzer Grenadier, Heroes of the Soviet Union, and the other Panzer games. Covers 1939 thru 1945. 120 counters, 34 x22 map, charts, tables, rules, dice. ....\$40.00

**JED RUSSIAN CAMPAIGN Series II** .....\*###  
Very playable strategic game of the war in the East, from Hitler's invasion of Russia, to the fall of Berlin. Players command massive mechanized forces, without being buried by a barrage of rules. 252 counters, a 24 x22 mapboard & rules, air support, & partisans. ....\$24.00

**L2D RUSSIAN CAMPAIGN 4th Edition** .....\*###  
Jeddo Games famous boardgame by John Edwards has been re-released in a brand new 4th Edition by L2 Design Group, and the result is magnificent. Features 384 beautiful, larger 5/8" counters, 12 scenarios, 12 requiring both games. Includes a picture of the armored symbol, also additional counters to assist play, what-if counters. Has the full campaign plus 1942, 43, & 44 scenarios, 6 pages of optional rules and what-if variants, 30x39 cardstock map, larger order of battle cards, and a CD-ROM using limited Adobe de Camp 2 for internet play! ....\$110.00

**GMT Von Manstein's Backhand Blow** .....\*###  
Northern Russia, early February 1943, the German Sixth Army is being destroyed in Stalingrad, and two Soviet armies are trying to destroy the Axis forces in Southern Russia. But Von Manstein shatters the Soviet offensive. 22 x 34 map, 342 counters, player aid cards, and a 20-page rulebook. ....\$88.00

**COA WAR WITHOUT MERCY** .....\*###  
A game with beautiful map and counters, this recreates the war in the east from 1939 to 1944, including the invasion of Poland. Determine whether Leningrad, Moscow or Kiev, or all three, will be the primary objective for the Germans in 1941. Can you as the Russians stand and drive, then drive, then drive, then drive. With 840 counters, 24 x34 maps, 2 rulebooks, 2 scenarios and grand campaign, charts and tables. Corps, divisions, brigades. ....\$105.60

**APL Winter Fury** .....\*###  
The Battle of Toljovjari - Finland vs the Soviet Union in 1939. Three well-led divisions invade Finland and are met by a small army of poorly equipped but highly motivated Finn reserves. Weather and randomly drawn operations charts make each turn unpredictable. 140 half inch counters, 32 x24 map with lots of trees and snow. ....\$60.00

## Pacific Theatre

**CON Conquest of the Pacific** .....\*###  
Contains NO pieces, you need Axis & Allies: Pacific pieces to play. Command either Japan or the USA and battle over the Pacific in WW2, starting from 1941. Contains rulebook and a large 22 x 34 mapboard. ....\$50.00

**APL Guadalcanal Semper Fi Series** .....\*###  
Uses the Panzer Grenadier rules system. Has 24 scenarios of platoon level combat as the Marines land on Guadalcanal in 1942, attempting to take the island from the Japanese. 465 lovely counters, 5 lovely maps, rules, scenarios books. ....\$90.00

**TheGamers Matanikau Guadalcanal 1942** .....\*###  
Tactical Combat Series, which emphasizes command and control. Units are platoons, vehicles are individual. Recreates the battles between the 5th and 7th Marine regiments and the Japanese along the Matanikau River on Guadalcanal in 1942. 700 counters, one 22 x 34 map. ....\$83.60

**XENO Pacific at War** .....\*###  
Designed to feature a detailed strategic game play, with a stunning gameboard and 395 pieces for naval, air and ground forces. Recreates the war in the Pacific from 1938-1945. Includes technology, strategic bombing, kamikazes, sneak attacks, piloboxes, etc. ....\$120.00

**DG Pacific Battles Volume 1 Rising Sun** .....\*###  
Covers the great land battles of the Pacific in WW2. Shows the Japanese Imperial doctrine in both the Japanese and Allied armies with Banzai charges, superior US fire co-ordination, naval bombardment, airpower, amphibious landings, engineers. This game has the Fall of Singapore in 1942, the desperate US and Filipino defense of the Bataan Peninsula in 1942, and the turning point - Guadalcanal. 2 x 34 x 22 maps, 460 counters, rules, player aid cards. ....\$99.00

**APL Second World War at Sea Eastern Fleet** .....\*###  
Naval action in the Indian Ocean in WW2. Flush with victory, the Imperial Japanese Navy turned its eye toward the Indian Ocean. There, Britain's vaunted Royal Navy stood ready to defend the decaying Raj. In a whirlwind campaign, Japan's crack carrier pilots showed that Britain would never again rule the waves. Players move task forces on a strategic map, and then fight the battles on tactical map. With 701 and 1000, 2 counters, 2 maps, 12 pages rules, 12 pages scenarios. ....\$88.00

**APL Second World War at Sea MIDWAY** .....\*###  
Seven months after the attack on Pearl Harbor, the Japanese tried to lure the Americans into a pitched battle at Midway. But American planes sank four Japanese carriers and broke the Combined Fleet's power. This is a Second World War at Sea game, 210 beautiful 1" ship counters, 280? counters, a 35 x22 strategic map, a 22 x17 tactical map, scenarios. ....\$93.50

**APL SOPAC Naval Action in 5th Pacific 1942-43** .....\*###  
Great War at Sea, World War Two, in the Pacific The USA and Japan stake their futures on a miserable jungle-covered island in the Solomons - Guadalcanal. Players plot the movement of their task forces and the launch of air strikes in advance. When opposing forces meet play moves to the tactical map, where combat is resolved. Two mounted mapboards, 480 stunning counters, 12 pages rules, 12 pages scenarios. ....\$83.50

**APL The Great Pacific War 2nd Ed Rules** .....\*###  
The sequel to Third Reich, Japan's elite forces face the awesome power of the United States in this struggle for the Pacific. Game can be played on the Third Reich game. Has eight scenarios, campaign game, 560 counters, three 22 x 34 maps, for 2-4 players. ....\$120.00

**COA Whistling Death Fighting Wings Series Game** .....\*###  
Compatible with Over the Horizon Strategic Simulations revised 2nd Ed rules, including dive & torpedo diving, detailed modeling of several ship classes, 110 scenarios, 40 distinctive aircraft and ship types, around 550 counters, data cards, quick start rules, etc. ....\$130.00

**GMT ZERO!** .....\*###  
Players recreate the first six months of furious aerial combat between the might of Imperial Japan and the surprised forces of the United Kingdom and United States. You fly individual planes, and the game includes ace, multiple missions with a variety of targets, carrier campaigns - be careful how you allocate your resources. Fight over Pearl Harbor (solitaire), Philippines, Malaya, Burma, Coral Sea, Midway. Beautiful new graphics, 150 cards, 88 counters, 6 map displays, other accessories. ....\$99.00

**Corsairs & Helcats - Zero Expansion** .....\*###  
Covers the airwar in the Pacific from 1942-1945, with all the major late war aircraft types of both sides, 124 cards, 88 counters, 7 campaign map displays, player aid cards, rules book, 6 target displays. ....\$99.00

## Post World War Two

**MMP Korea - The Forgotten War** .....\*###  
Covers the intense, mobile fighting in Korea from 1950 - 51, in six scenarios and seven campaigns. The 1,120 counters represent battalions to divisions. Three lovely 22 x 34 maps cover the whole peninsula. Operational Combat Series. ....\$165.00

**OSS Millennium Wars** .....\*###  
Presents potential wars set in the immediate or near future. Each gamette is a complete game, has 140 counters, a map, rules, tables, scenario books. The games are: Kashmir, Pakistan with potential US support, takes on India; Ukraine, NATO forces move to aid Ukraine against enormous Russian forces; America, a broken US government finds itself surrounded by enemies; Korea, North Korea and possibly China, take on South Korea and the US; Iraq, Western powers try to locate Saddam Hussein or his nuclear weapons; Air War, not a complete game, but a mountain gun expansion realistically portrays air conflict in the other games. ....\$35.00 each

**FBI Nuclear War** .....\*###  
Humorous card game of international diplomacy, propaganda, and finally nuclear holocaust. 100 cards, 40 population markers, player mats. 2-8 players. ....\$60.00

**Nuclear Proliferation** .....\*###  
Can be played by itself or as an expansion to Nuclear War. For 2-6 players. Adds new weapons, powers, etc. 108 cards, mats. ....\$60.00

**TheGamers Semper Fi Korea, 1950** .....\*###  
Tactical Combat Series, which emphasizes command and control. Units are platoons, vehicles are individual. Throughout the summer of 1950, the US Marine Corps cleared one nameless hill after another, actions ranging from ambushes to base camp defenses. 700 counters, four 17 x22 maps, 11 scenarios. ....\$83.60

**S&T220 Soviets Invade Germany!** .....\*###  
S&T magazine with a two player alternate history game intended to examine what could have happened during the first month of fighting had the Soviets invaded Germany during the Cold War era in the late 1970s. 280 counters, large colorful map. ....\$44.00

**FFE When Dragons Fight (Command 54 Game)** .....\*###  
Command Magazine is sadly no more, and to our knowledge, this game supplement is the last game we will see from them. It is a what-if simulation of China's invasion of Taiwan, the map including the whole island. A two player game of low to middle complexity. 128 counters, rules, large map. ....\$pecial \$11.00

## General Games

**OTB 10 Days in the USA** .....\*###  
Chart a course across the USA by plane, car and foot. 2-4 players, board, tiles. ....\$40.00

**MAY 1870** .....\*###  
Railroad building game across the Trans Mississippi. Players use their initial money to capitalize railroad companies, which build track, buy locomotives, generate income. Also corporate raiding, stock market, etc. 36 locomotive cards, 90 stock certificates, 161 die cut hexagonal tiles, counters, etc. ....\$90.00

**Inter Access Denied** .....\*###  
A computer hacking card game for 3-6 players. Each player controls and defends one sector of the Net while attempting to gain access to other sectors. ....\$20.00

**Hasbro/AH Acquire** .....\*###  
Build, buy and shrewdly manipulate your own corporate conglomerates. As your holdings grow, invest in them, merge smaller companies into larger ones, and collect bonuses. With a plastic gameboard, 7 plastic buildings, 108 plastic corporate tiles, 7 sets of stock certificates, paper money, rules, etc. For 2-6 players. ....\$99.95

**DES A Dog's Life** .....\*###  
For 2-6 players. You are a dog. The object of the game is to be the first dog on the block to bury 4 bones in your backyard. You must first scavenge these bones from trash cans, beg at restaurants. With mapboard of the neighborhood, 48 pickle markers, 6 painted dog miniatures, 117 cards, etc. ....\$60.00

**RGG Africa** .....\*###  
Daring explorers travel deeper into darkest Africa to discover isolated tribes and interesting animals. They also hope for rich trade goods, gold and gems. 2-5 players, mounted mapboard, 10 explorers, 20 camps, 96 tokens, etc. ....\$80.00

**WAR Age of Steam 2nd Ed** .....\*###  
A railroad building game with track tiles for building routes, develop towns into cities, upgrade locomotives, get to the best goods first, pay creditors, for 3-6 players, with mounted mapboard, 257 wooden pieces, 6 counter sheets, plastic counters. ....\$100.00

**RGG Aladdin's Dragons** .....\*###  
Aladdin and his friends are searching dragons caves for treasures, with which they can buy magical artifacts from the caliph's palace, such as flying carpets. ....\$80.00

**RGG Amun-Re** .....\*###  
Each player, as pharaoh, to build the most pyramids. Acquire provinces, trade and farm, buy stones to make pyramids. Use power cards, offer sacrifices, with mounted mapboard, 120 cards, 30 pyramids, 15 stones, counters. ....\$75.00

**APE Anathema** .....\*###  
Card game of the Salem Witch Trials, based on classic casino. ....\$20.00

**OTB Apples to Apples** .....\*###  
Wild party card game for 4-10 players. Select the card from your hand that you think is best described by the choice played by the judge. Each player sheds 3 cards, except the judge. ....\$50.00

**DES Armada** .....\*###  
A game with stunning components of an archipelago serving as a lair for pirate bands. You get 10 moves per turn to command your crews, load your ships, explore unknown territories, attack your opponents. Special cards assist in certain moves. 450 plastic tokens, 51cards, 8 metal ships, mounted board. ....\$100.00

**RGG Balloon Cup** .....\*###  
For 2-2 players, who play cards on 4 tiles to race their balloons. ....\$44.00

**MAY Bang!** .....\*###  
110 cards for outlaws and the sheriff hunting each other for gun duels. 4-7 players. ....\$20.00

**MLB Battleball Game** .....\*###  
A soft-view of football with a giant 20 x 44 gameboard, 22 30mm scale painted plastic miniatures, 13 dice, counters. Some players are robots. 2 players are huge. ....\$68.00

**HDG Basic Chaos Chess** .....\*###  
A set of 80 unique cards to enhance standard chess. Each card breaks one chess rule making every game chaotic and unpredictable. Complete game. ....\$26.00

**RGG Bean Trader** .....\*###  
A very cute boardgame based on the card game Bohnanza. Players are bean traders, driving their wagons, laden with beans, to Edinburgh, hoping to receive a handsome payment. But the roads are ratty, the tolls are high, and you still need a red bean. With lovely board, 150 thaler notes, 117 bean chips, etc. ....\$77.00

**APE Big Top** .....\*###  
Card game for 3-6 players, who invest in circus acts, then try to play them all first. ....\$40.00

**RAV Bluff** .....\*###  
The lying, cheating and guessing game. Throw the dice and then bet. But what was thrown? Is the number correct or is it a bluff. Who is cheating now? Shall I question the bet, increase the stakes? 2-6 players, cups, dice, board. ....\$7.75

**RGG Bohnanza - To Bean or Not to Bean** .....\*###  
A card game for 2-7 players. You have 2 or 3 bean field cards and a handful of beans to plant in these fields. Earn money from selling beans, and then grow an even greater variety of beans. 154 cards, 7 field cards, rules. ....\$34.50

**MAY British Rails Revised Edition** .....\*###  
For 2-6 players. A new map with improvements and corrections to create better play balance. A new and improved assortment of demand cards creates new challenges for players. Every game is different as players use crayons to draw their tracks on the re-usable board. ....\$75.00

**ICG Brunch at the Coliseum** .....\*###  
Amusing game of strategic & tactical survival for 2+ players. Bagged. ....\$16.00

**ZMG Cannibal Pygmies in the Jungle of Doom** .....\*###  
120 card stand alone game for 2-6 players, 100% compatible with Grave Robbers from Outer Space. Swinging into adventure as the Jungle Queen and Skippy the Wonder Dog face dinosaurs, nazis, voodoo zombies. ....\$40.00

**DG Captivation** .....\*###  
A game that plays out on a circular board with a circular board and plastic counters. Except if your token lands on another, it can't move again until you do. ....\$50.00

**RGG Capt'n Clever** .....\*###  
For 3-4 players, play the best course and bring back a vessel filled with up to 3 treasures. 40 x 20cm board, 4 wooden ships, 36 cards, 4 captains. ....\$55.00

**COA Castle Lords** .....\*###  
A game for 3-6 players, ages 7-+. Join Ivanhoe and the English revolt against King John to free the land from tyranny. Easy, advance play. Levels of play. 54 lovely cards, counters, 5 castle boards, etc. ....\$46.00

**FLS Cat in the Hatopoly** .....\*###  
Monopoly featuring Dr. Zuss Cat in the Hat theme. ....\$50.00

**INN Catskills** .....\*###  
Grab yer shotgun and fill them that Mason-Dixon jers fer a hill-country hottentayn. Makin' moonshine, fendin' off yer neighbours. Or better yet, grab the mountain gun and yer hound and go a searchin' fer their stills. Board game in bag. ....\$14.00

**PLE Catz, Ratz, & Batz** .....\*###  
Roll 6 dice, decide which to keep, which to re-roll. Catz are good, Ratz are bad, and Batz, well, that depends. Has 9 large customized dice. ....\$16.00

**PLE Chekov** .....\*###  
Roll dice, pick two & circle on a score pad. Try to link 3 in a row. ....\$16.00

**SJG Chez Dork** .....\*###  
A card game in which players compete to feed their fannish obsessions and collect games, cards and other peeks treasures that we can't live without. Get more stuff, faster than all your friends. Buy, trade, auction. 112 cards, rules. ....\$50.00

**SJG Chez Geek** .....\*###  
You can't throw them out - they live here! A cute, fast-paced, satirical card game for 2-6 players. The object of the game is to try to get enough Slack to overcome the stress of your job. You get points by sleeping, watching TV, and nookie. But the other players will attempt to stop you! Over 100 cards. ....\$34.00

**Chez Geek 2 Slack Attack** .....\*###  
55 more cards of Slack and slackers, more sleep, more nookie, more people you want to get rid of. ....\$20.00

**Chez Geek 3 Block Party** .....\*###  
55 more cards of Slack and slackers, more sleep, more nookie, more people you want to get rid of. ....\$20.00

**Chez Geek 4** .....\*###  
55 more cards of Slack and slackers, more sleep, more nookie, more people you want to get rid of. ....\$20.00

**Chez Geek 5** .....\*###  
55 more cards of Slack and slackers, more sleep, more nookie, more people you want to get rid of. ....\$20.00

**Chez Geek 6** .....\*###  
55 more cards of Slack and slackers, more sleep, more nookie, more people you want to get rid of. ....\$20.00

**Chez Geek 7** .....\*###  
55 more cards of Slack and slackers, more sleep, more nookie, more people you want to get rid of. ....\$20.00

**Chez Geek 8** .....\*###  
55 more cards of Slack and slackers, more sleep, more nookie, more people you want to get rid of. ....\$20.00

**Chez Geek 9** .....\*###  
55 more cards of Slack and slackers, more sleep, more nookie, more people you want to get rid of. ....\$20.00

**Chez Geek 10** .....\*###  
55 more cards of Slack and slackers, more sleep, more nookie, more people you want to get rid of. ....\$20.00

**Chez Geek 11** .....\*###  
55 more cards of Slack and slackers, more sleep, more nookie, more people you want to get rid of. ....\$20.00

**Chez Geek 12** .....\*###  
55 more cards of Slack and slackers, more sleep, more nookie, more people you want to get rid of. ....\$20.00

**Chez Geek 13** .....\*###  
55 more cards of Slack and slackers, more sleep, more nookie, more people you want to get rid of. ....\$20.00

**Chez Geek 14** .....\*###  
55 more cards of Slack and slackers, more sleep, more nookie, more people you want to get rid of. ....\$20.00

**Chez Geek 15** .....\*###  
55 more cards of Slack and slackers, more sleep, more nookie, more people you want to get rid of. ....\$20.00

**Chez Geek 16** .....\*###  
55 more cards of Slack and slackers, more sleep, more nookie, more people you want to get rid of. ....\$20.00

**Chez Geek 17** .....\*###  
55 more cards of Slack and slackers, more sleep, more nookie, more people you want to get rid of. ....\$20.00

**Chez Geek 18** .....\*###  
55 more cards of Slack and slackers, more sleep, more nookie, more people you want to get rid of. ....\$20.00

**Chez Geek 19** .....\*###  
55 more cards of Slack and slackers, more sleep, more nookie, more people you want to get rid of. ....\$20.00

**Chez Geek 20** .....\*###  
55 more cards of Slack and slackers, more sleep, more nookie, more people you want to get rid of. ....\$20.00

**Chez Geek 21** .....\*###  
55 more cards of Slack and slackers, more sleep, more nookie, more people you want to get rid of. ....\$20.00

**Chez Geek 22** .....\*###  
55 more cards of Slack and slackers, more sleep, more nookie, more people you want to get rid of. ....\$20.00

**Chez Geek 23** .....\*###  
55 more cards of Slack and slackers, more sleep, more nookie, more people you want to get rid of. ....\$20.00

**Chez Geek 24** .....\*###  
55 more cards of Slack and slackers, more sleep, more nookie, more people you want to get rid of. ....\$20.00

**Chez Geek 25** .....\*###  
55 more cards of Slack and slackers, more sleep, more nookie, more people you want to get rid of. ....\$20.00



**EGD EVO** .....**\*/#**  
Allows you to control the survival and evolution of a species of dinosaur called *Dinos*, guiding their migrations to temperate climates and acquiring the perfect genes to develop and mutate your *Dinos* as you seek to become the Dominant Species. 3-5 players ages 12+ .....**\$95.00**



**PLE Eye of Horus** .....**\*/#**  
A cute Ancient Egyptian card game where you have to collect the most cards from the pool by matching or adding. Beautiful Egyptian style art. 52 cards. ....**\$20.00**

**PLE Fast Figure** .....**\*/#**  
For 3-6 players, you race to place common knowledge cards in numerical order to gain the most points. Each round gets harder and harder. 400 cards. ....**\$40.00**

**CIM Film Frenzy** .....**\*/#**  
A 120 card game for 2-6 players. Pop any mindless action movie onto the TV and score points by matching cards with action movie elements. ....**\$40.00**

**PIN Fire & Ice** .....**\*/#**  
A game entirely made of wood for 2 players. 7 wooden islands are laid out on a triangle on a wooden board, and players play fire or ice markers. ....**\$60.00**

**PP Formula C Minus** .....**\*/#**  
A cheapass-style game. Welcome to Formula C Minus, where you get to do what drunken Shynners do best - race go-carts. For 2-6 players, you need 2 dice and 6 toy cars or pawns with an obvious front end. ....**\$13.20**

**EG Formula De** .....**\*/#**  
Impressive game of Formula One racing. Speed, tactics, risk taking and a dash of luck make the high-octane cocktail needed to win the game. The principle of the game is to dice for each gear. You need to save your engine and tyres, conserve enough fuel to finish, and use breaking to take corners. With beautiful double-sided 100cm x 70cm mounted gameboard, 7 special dice (6 for gear changing), 10 race cards, 10 stick shifts, 10 dashboard, race pads, basic & advanced rules, 2-10 players. Race tracks included: Monaco and Zandvoort. ....**\$90.00**

**Formula De Mini** Introductory version, both competitive, fun and easy to play. Stunning double sided mounted mapboard, dice, 6 plastic race cars in 4 colors, 200 life-point tokens, rulebook. ....**\$70.00**

The following expansion race tracks are available, all double sided, mounted gameboards:

**FD3 Circuits 7 & 8** Nevers Magny-Cours France & Italia .....**\$46.20**  
**FD4 Circuits 9 & 10** .....**\$46.20**  
**FD7 Circuits 15 & 16** Zellweg Austria & Hohenheim Germany .....**\$46.20**  
**FD8 Circuits 17 & 18** Barcelona Espana, Buenos-Aires Argentina .....**\$46.20**  
**FD9 Circuits 19 & 20** Suzuka Japan & Melbourne Australia .....**\$46.20**  
**FD10 Circuits 20 & 21** Hungary Budapest & Nurburgring Germany .....**\$46.20**  
**FD11 Circuits 23 - 36** .....**\$65.00**  
**FD12 Circuits USA** .....**\$66.00**  
**FD13 Circuits 31 & 32** China and Zhuhai & Malaysia Sepang .....**\$44.00**  
**Formula De Metal Cars** Ten cute 17mm metal cars. ....**\$20.90**  
**Formula De Race Sheets** A pad of small race sheets. ....**\$9.90**

**GMT Formula One Racing** .....**\*/#**  
A card game by Reiner Knizia - the quickest playing auto racing game in existence. Each player maneuvers a two car team with a timely play of cards. Each game takes 20 minutes, but you play a number of races to see who wins the racing season. 54 cards, 12 plastic cars, dice, rules. ....**\$40.00**

**RGG Frank's Zoo** .....**\*/#**  
Card game for 3-7 players. The two hedgehogs won the race. How? Well, the lion was chased away by an elephant, which was chased away by two elephants. These were scared away by two mice, which were chased by the hedgehogs. Each card shows a picture of the animal, and which other animals will beat it. Cute! ....**\$24.00**

**SGE Froop** .....**\*/#**  
A light and goofy card game of symbol matching, the object of which is to remove all the cards from your hand through sequential placement. ....**\$36.00**

**DVL Fraud Squad** .....**\*/#**  
Card game for 3-6 players. You are an SEC investigator with a tip off that a company is fudging the books. Collaborate, eavesdrop, be devious! ....**\$24.00**

**TGD Gang of Four** .....**\*/#**  
A unique and exciting card game. Born out of China's cultural revolution, simple in concept yet full of surprising twists and strategies. Great for adults and children. Has 64 cards, rules, scorepad. ....**\$19.95**

**INNER Gigantic** .....**\*/#**  
A great ship, the Unsinkable, has hit an iceberg and is on its way down. It is a game of survival, a race against rising waters to bribe, threaten, or be pathetic enough to get your way into a lifeboat, of which there are not enough. Ziplock game. ....**\$16.00**

**FAF Goal-A-Minute Soccer** .....**\*/#**  
Easy to learn dice game that lets you play a game of soccer in 30 minutes. ....**\$40.00**

**PLE Golden Deuce** .....**\*/#**  
Based on the ancient Chinese game of Chai Dai. A classic trick taking climbing game with a 60 card deck, and a game board that relates to the tricks taken. ....**\$44.00**

**FRT Golo Golf Dice Game** .....**\*/#**  
For 1 or more players. Has 9 special dice, cup, rules, scorecards, pencil. ....**\$40.00**

**SGE Gother Than Thou** .....**\*/#**  
A card game for 3-5 players. A game of backstabbing and betrayal set within the gothic community. Cloves, absinthe, eyeliner, boots, it's all here. But so are fashion blunders, infections, debt, and the dreaded visit from Mum. Age 15+. ....**\$20.00**

**WIZ Guillotine** .....**\*/#**  
Card game for 2-5 players, where three rounds compete for the best collection of noble heads, especially that of Marie Antoinette! 110 cards. ....**\$20.00**

**RGG Gulo Gulo** .....**\*/#**  
2-6 players try to rescue a baby vovlerine while attempting to liberate as many fresh eggs for themselves while doing so! Ages 5+. ....**\$77.00**

**SJG Hacker Deluxe** .....**\*/#**  
Card game for 2-6 players. You are the net nina! Surf through the net, invading one system after the next. Find back doors and secret phone lines crash the systems your rivals are using and beware of the Secret Service raid. Three busts and you are out of the (satirical) game. 165 cards, counters, etc. ....**\$70.00**  
**Hacker II The Dark Side** Adds 55 cards, counters, cardboard consoles, etc. An expansion for the original Hacker, already included in Hacker Deluxe. ....**\$40.00**

**IAI HAMLET! A Game in Five Acts** .....**\*/#**  
Hamlet is a 3-8 player, one hour abstract strategy game. You and your fellow players are the voices in Shakespeare's head. You each have a specific way you want the play to end. ....**\$15.00**

**RGG Heave Ho!** .....**\*/#**  
Players play cards instead of using their own muscles in this Scottish tug-of-war game for 2 players. Be careful of tricks and traitors. 55 cards, board. ....**\$46.00**

**UBR High Society** by Reiner Knizia .....**\*/#**  
Bidding and bluffing card game for 3-5 players. Bid against other millionaires to secure the most lavish and luxurious possessions. Beware of tax and gambling. 61 cards. ....**\$40.00**

**LOO ICETOWERS Martian Chess Set** .....**\*/#**  
Contains 60 plastic pyramids of all sizes and colors, with rules for playing: Ice Towers, a turnless game of pyramid stacking; Martian Chess; Ice Traders. Also has The Empty City novel written by the designer of the Icehouse game, about a weird city where people play Icehouse. ....**\$80.00**

**ZMG Ideology - War of Ideas** .....**\*/#**  
Players represent a powerful 20th century ideology such as capitalism, communism, fascism, imperialism or Islamic. Use military, economic, and culture to purchase advancements, develop controlled regions, gain control of new regions. Map, 350 cards, 100+ counters. ....**\$50.00**

**F2F I'm the Boss!** .....**\*/#**  
Through intelligent negotiations, temporary alliances, and cutthroat bargaining players seek the best deals in their quest for fast fortune in this free-wheeling game for 3-6, ages 12+. 200+ cards, gameboard. ....**\$70.00**

**CGD Inklings** .....**\*/#**  
A Stale game with 250 questions. Each question has 6 clues, the final being multiple choice. Includes spinner and chips. ....**\$50.00**

**FFG Inkognito** .....**\*/#**  
A deductive card game set in the midst of a carnival in Venice, where you have to deduce the identities of the other agents plus find your partner. 2-5 players. ....**\$40.00**

**RGG Java** .....**\*/#**  
The center of Java is undeveloped, fertile land. Each player wants to claim and develop the region for himself. Players irrigate the land and cultivate new rice fields. They found villages, build palaces to create cities from the villages, and arrange festivals in the palaces. Mounted mapboard, 96 land tiles, 40 palace tiles, 16 irrigation tiles, 48 developers in 4 colors, 30 palace cards, etc. Looks fantastic! ....**\$75.00**

**CAF Jungle Speed** .....**\*/#**  
A game of speed, observation, and raucous laughter where the goal is to rid yourself of all of your playing cards. 80 cards, wooden totem, cloth bag. ....**\$40.00**

**PLE Killer Bunnies** .....**\*/#**  
Fast paced action filled card game. Keep as many bunnies alive as possible, while eliminating opponents bunnies. Beware, bunnies are armed! 200+ cards. ....**\$5.00**  
**Killer Bunnies Red Booster Pack** Adds 55 new cards, red dice. ....**\$24.00**  
**Killer Bunnies Violet Booster Pack** Adds 55 new cards, dice. ....**\$24.00**

**RGG King's Breakfast** .....**\*/#**  
Card game for 3-5 players. The king has asked you to breakfast, and you eat before him, but must leave him more than you ate. 110 cards. ....**\$24.00**

**FLS Kiss-opoly** .....**\*/#**  
Monopoly featuring a Kiss rock band theme. ....**\$50.00**

**PLE Kooky Kalooki** .....**\*/#**  
A family game based on the Jamaican Contract Rummy game where players scramble to lay down all their cards first. 118 cards, 3-6 players. ....**\$20.00**

**DES Lawless** .....**\*/#**  
For 2-6 players. You are trying to build a ranch in the wild west. Take over ranges, round up herds, assemble cowboys, amass money. 117 cards, 60 gold, etc. ....**\$44.00**

**CAF Leonardo & Co** .....**\*/#**  
Tests your knowledge with surprising, interesting, multiple-choice questions covering almost every area of science. Gameboard & 3 x 228 page books with questions. ....**\$80.00**

**FFG Loco** .....**\*/#**  
A simple card game by Reiner Knizia that gives you hours of fun. ....**\$14.00**

**RGG Lost Cities** .....**\*/#**  
There are many lost cities to find in the Himalayas, the Brazilian rain forest, desert, ancient volcanoes. You must choose which expeditions to back and which to leave to others. Gameboard, 60 oversized cards of lost cities and events. ....**\$46.20**

**RGG Mamma Mia!** .....**\*/#**  
A 2-5 player card game. As pizza makers, the players put ingredients on the pizza. From time to time, a player may place an order on the table, thinking the needed ingredients are available. If they are, the pizza is made! 106 cards. ....**\$24.00**

**RAV Master Labyrinth** .....**\*/#**  
A maze board game for 2-4 players. You need to find certain rare ingredients to become a master magician. Board, 34 maze tiles, tokens cards, wands. ....**\$66.00**

**Abacus Maya** .....**\*/#**  
Board game for ages 8+, 3-5 players, set in Central America before the Spanish invasion. Build huge pyramids like Tikal and Copan, 140 wooden blocks, 40 cards, 76 coins. ....**\$55.00**

**RGG Medici** .....**\*/#**  
A 2-6 player game of European trading in the late middle ages. The market is open and the buyers are there to bid. After a buyer selects the lots for auction, the players bid, just once each, and the goods are loaded on the ships for foreign markets. When the market closes, the ships set sail and the purchases are scored. Game board, 35 cards, 6 ship mats, 36 counters. ....**\$66.00**

**RGG Medina** .....**\*/#**  
A beautiful board game for 3-4 players. Medina is an old Islamic city in northern Africa with narrow streets, interconnected buildings, colorful domes. Players take turns in building the city by placing the 169 wooden pieces - palace pieces, domes, stables, inhabitants, city walls. Also board, cards, and screens. ....**\$90.00**

**REX Megallo** .....**\*/#**  
Three dimensional game for 2 players. It has 4 plastic playing boards with three levels. There are six winning combinations, using all 4 boards. ....**\$40.00**

**RGG Message to the Czar** .....**\*/#**  
Board game for 2-5 players. Couriers try to be the first to deliver a message to the czar in the palace. With board, 60 couriers, 5 messages, 30 coins, etc. ....**\$55.00**

**COA Metro** .....**\*/#**  
Your goal is to devise the longest track of the famous Metro of Paris in 1898. Your goals will conflict with opposing builders who seek to sabotage your line by boxing you in, or misdirecting you to some utterly unprofitable station. Metro is a fast-paced rail-constructing game for 2-6 players. ....**\$77.00**

**EFL Monkeys on the Moon** .....**\*/#**  
For 2-4 players. Six tribes of monkeys were shot onto the moon and then forgotten. Now the spaceships have been repaired you have to decide who to bring back to the earth with you. 110 cards, 48 wooden pieces, glass moonstone. ....**\$40.00**

**RGG Mu & More** .....**\*/#**  
Collection of 5 card games, Mu, trick taking game; Last Path, anti-trick taking; Rummur, card laying game for 3-6, Safari, card catching for 2-4, etc. ....**\$30.00**

**FFG Mutiny** .....**\*/#**  
A bidding game of pirates, backstabbing, and run for 2-5 players. Lots of pieces. ....**\$40.00**

**DOW Mystery of the Abbey** .....**\*/#**  
A beautiful who-dunnit game for 3-5 players. One of the Abbey's brothers is found dead, but was it an accident? Players compete and collaborate to solve the mystery by moving through the Abbey's many rooms. Board, 90 cards, resin pieces. ....**\$90.00**

**ANM Night of the Ill Tempered Squirrel** .....**\*/#**  
A cheapass style game. Make the worst horror movie ever made, but your friends will try anything to stop you succeeding. 100 cards. 3-6 players. ....**\$16.00**

**SJG Ninja Burger** .....**\*/#**  
Card game for 3-6 players. 12+. You are a ninja, and regardless of the obstacles and opposition, you can deliver a burger and fries anywhere within 30 minutes. 144 cards. ....**\$50.00**

**DVL Nobody But Us Chickens** .....**\*/#**  
A lively card game about chickens and the critters that want to eat them. For 3-6 players, 56 cards, scorepad, rules, 2 card stands. ....**\$30.00**

**PIN Octiles** .....**\*/#**  
A game entirely made of wood for 2-4 players. Players each have 4 runners, who move across a board of up/down octagonal tiles, turning the tiles over one at a time in order to form maze like paths across the board. ....**\$60.00**

**EGL Odds R** .....**\*/#**  
For 4-6 adults or teens, 360 O&As on hot top tiles, where each player is in on every turn. Bet on your own answers, and on your opponents', as you move around the board. ....**\$80.00**

**RGG Odin's Ravens** .....**\*/#**  
A racing game for Odin two ravens, Hugin and Mugin, for two players. 112 cards represent the lands to race over, plus flight bonuses from Odin. ....**\$44.00**

**RGG Overthrone** .....**\*/#**  
A card game for 3-5 players ages 12+. A card game of intrigue and rebellion in the days of the musketeers. Will you defend the king or incite rebellion? Allies and enemies include generals, lords, clergy and the queen. 128 cards. ....**\$32.00**

**RGG O Zoo le Mio** .....**\*/#**  
Players are zoo directors who create zoos to attract and Mugin, for two players. 112 cards represent the lands to race over, plus flight bonuses from Odin. ....**\$44.00**

**ADR Paintcheck - the Paintball Game** .....**\*/#**  
A card game for 3-5 players ages 12+. A card game of intrigue and rebellion in the days of the musketeers. Will you defend the king or incite rebellion? Allies and enemies include generals, lords, clergy and the queen. 128 cards. ....**\$32.00**

**RGG Paris Paris** .....**\*/#**  
Players, anticipating bus loads of tourists, distribute their cafes, bistros and souvenir stores as best they can to earn high profits. 60 bus stop tiles, mapboard, etc. ....**\$57.00**

**EGD Phoenix** .....**\*/#**  
For 2 players. You must arrange a group of colored pawns in the same sequence as the light spectrum in the middle of the board, but need the cards to do it. ....**\$60.00**

**RGG Pick Picnick** .....**\*/#**  
A great tasting card game for 2-6 large and small chickens and uninvited foxes. 60 cards, 6 small game boards, 78 wooden corn cubes, rules. ....**\$33.00**

**DOW Pirate's Cove** .....**\*/#**  
Navigate, plunder and battle to become the most feared pirate. Bury gold and treasure, boast about exploits at the tavern. With mounted board, 7 pirate ships, 60 treasure cards, 42 tavern cards, 75 wooden game markers, 6 wooden dice, for 3-5 players. ....**\$100.00**

**HTB Pirate's Plunder** .....**\*/#**  
Host the Jolly Roger and sail the high seas in search of treasure. Bury your plunder and ransom holdouts at the tavern. With mounted board, 7 pirate ships, 60 treasure cards, 42 tavern cards, 75 wooden game markers, 6 wooden dice, for 3-5 players. ....**\$100.00**

**RGG Pizarro & Co.** .....**\*/#**  
Players take the roles of Kings who hire explorers such as Columbus and Marco Polo and send them out on journeys. As the game progresses competition for the explorer's services increases as each explorer has fewer expeditions available. With 2 double sided game boards, 36 explorer cards, 63 ducat cards, etc. ....**\$57.00**

**STR Pro Basketball 2003 Deluxe Version** .....**\*/###**  
Contains a basic game for 12-16 year olds plus an advanced version for adults. Can be played two player or solitaire. Huge detail. ....**\$70.00**

**STR Pro Football 2003 Super Deluxe Version** .....**\*/###**  
Contains a basic game for 12-16 year olds plus an advanced version for adults. Can be played two player or solitaire. Huge detail, 1,000 National and American Conference players, from 2001. ....**\$94.60**

**STE Proteus** .....**\*/#**  
You need a chessboard to play, this is a dice chess game. Each player has 8 dice, each of which has the 6 chess pieces printed on it, except a pyramid replaces the king. (The pyramid cannot move or be taken). All dice begin as pawns. Each turn, a player throws one die, which becomes whatever new chess piece is thrown. ....**\$20.00**

**RAV Pueblo** .....**\*/#**  
For 2-4 players. The ultimate building challenge. Work with the other players to create a mighty home for the chieftan, by placing odd shaped plastic bricks. The longer you play, the more dFtGuilt it becomes. With game board, 27 color bricks, 16 neutral bricks, play cards, counting stones, etc. ....**\$20.00**

**PIN Quadria** .....**\*/#**  
A game entirely made of wood for 2 players. The game has four interconnecting pyramid quadrants, each with 5 wooden tiles. Players take turns attempting to form a triangle anywhere but in their starting quad. ....**\$60.00**

**DOW Queen's Necklace** .....**\*/#**  
Card game of 2-4 players compelling as royal jewelers selling rare gems to the queen of France. 110 oversized cards, 12 tiles, etc. ....**\$50.00**

**FFG Quicksand** .....**\*/#**  
Each player controls one of six explorers racing to discover a hidden jungle temple. Play cards to control the quicksand, treasures, movement. ....**\$40.00**

**RAV Ramses II** .....**\*/#**  
Board game for 2-5 players. The Pharaoh has buried his priceless treasures under 47 plastic pyramids. Slide the pyramids around the board to create the correct path to find the hidden treasures. Also has cards and counters. ....**\$57.75**

**SAV RAT SPLATTER** .....**\*/#**  
Squishing rats with anvils is truly a rewarding job, especially when you're getting paid for each rat, and especially when you take the time to breed them in big nests, and then squish them all at once. Card game for 2-6 players. ....**\$20.00**

**APL RES PUBLICA** .....**\*/#**  
A trading game of ancient times, by Reiner Knizia. 3-5 players engage in trade to build cities, acquire technology and erect monuments. Lead the Babylonians, Egyptians, Greeks or Romans into a bold new future. ....**\$39.60**

**RGG RICOCHET ROBOTS New Edition** .....**\*/#**  
A stand alone game, but can be combined with the previous edition. Players must try to determine the most efficient course for brainless robots to reach objectives. ....**\$50.00**

**ROM ROMANCE OF THE THREE KINGDOMS** .....**\*/#**  
With 117 cards and 108 2-6 players try to build a united China. ....**\$40.00**

**GMT Santa Fe Rails** .....**\*/#**  
A board game for 2-5 players, ages 12+. Be a western rail and real estate baron unleashing the engines of progress in 19th century America. Players steer the development of five major railroads and four short lines. Play city cards to gain victory points, lay track pieces, create boomtowns, with the game ending when all 160 pieces of track have been laid. 94 cards, track pieces, chips, etc. ....**\$99.00**

**JOL Scream Machine** .....**\*/#**  
Card game for 3-5 players. Players compete to build the most terrifying building different styles of amusement park rides. Roller coasters, water rides, which are the most popular? ....**\$36.00**

**RGG Secrets of the Tombs** .....**\*/#**  
Board game in which you search through a pyramid's darkened passages looking for treasures. But be careful of the Devourer, who is hunting you in return! 3-5 players. ....**\$70.00**

**PLE SeaNochle** .....**\*/#**  
Classic Pinochle, a trick-taking partnership game, but this time with an ocean theme. twist, 48 cards, 4 bonus cards, game board, gemstone pieces. ....**\$20.00**

**ANM Shrimpin** .....**\*/#**  
Card game for 2-6 of buying a shrimpin' boat and catching the most shrimp. ....**\$16.00**

**SSI SNOWBALL FIGHT** .....**\*/#**  
A card game for 2 or more players. Try to soak your opponents by hitting them with snowballs, while staying dry yourself. 170 cards, dice, instructions. ....**\$39.60**

**ICG Space War (Car park spaces)** .....**\*/#**  
It is Los Angeles, and city of six million cars and one lousy parking space! Why fight the traffic in reality when you can blow the traffic away in this game. For 2-6 players over 12 years of age. Ziplock bag. ....**\$12.00**

**LOO Stoner Fluxx** .....**\*/#**  
Adults only game with ever-changing rules - on weed. 84 cards, 2-6 players. ....**\$25.00**

**DNT001 SUMMER CAMP** .....**\*/#**  
Card game for 2-7 players with 111 cards, where you have to be the first camper to gain enough cool status to win. Hilarious and irreverent. ....**\$36.00**



# 22 - Wargames: Cheapass Games Sci-Fi Board Games

<b>COA Tales of Ulysses</b> .....*/# A game for the family, ages 5 and up, 2 — 4 players. Heroes of the Trojan War, Ulysses and his shipmates sail for home. But they've made some enemies of the gods, who'll do anything to stop them getting home. Cards will let you lose a whole range of disasters and adventures upon them as they travel. Board, 30 cards .....\$66.00	<b>REX Tangoes</b> .....*/# An ancient Chinese puzzle game for 1 — 2 players, or teams. Players each have 7 plastic pieces, and are dealt a card with a design or shape on it. You must use your pieces to make that design. \$22.00 .....Tangoes Set 2 54 new cards \$9.95	<b>ICG The Anyville Horror!</b> .....*/# A game for 2 — 8 players set in a newly purchased Victorian home, and the new family's struggle against a hideous monster — who wants to eat them all. With three levels of play, family members move about the house trying to obtain useful weapons etc., while the monster tries to freeze them with fear so that it can eat them. With 4 small mapboards for each house story, cardstock counter sheets .....\$14.00	<b>RGG The Bucket King</b> .....*/# Card game for 3 — 6 players for ages 8+. Each player gets 15 buckets and a set of cards. The children on a farm make bucket pyramids, and use their own animals to knock over the bucket pyramids of the other children .....\$57.00	<b>MAY The Deck of Dice</b> .....*/# A deck of 36 playing cards that represent every possible roll of a pair of dice. But as a card is not put back into the deck until all are used, probabilities are changed somewhat. Also contains several suggest games .....\$10.00	<b>RGG The Gnomies</b> .....*/# For 2 — 5 players, ages 8 +. When there's a party on the planet Gnu, everyone wants to come: the Dimmings, Dancemites, Happy Herbies, Dumbbells. But if the guest list includes a Wullawaki, other guests will leave. The player who keeps the coolest guests at his party wins. 108 cards .....\$24.00	<b>MAY Theophrastus</b> .....*/# A challenging card game for 2 — 6 players. Theophrastus, a great alchemist, takes one new apprentice a year. But he has so many applicants that he challenges them with a clever test of their skill and alchemical talent. He provides small clues to assist you. With 27 experiments, 120 cards, etc. ....\$50.00	<b>UBR The Bridges of Shangri-La</b> .....*/# Board game for 3 — 4 players. Players try to control a number of mountain top villages near Shangri-La, but bridges keep falling, cutting off access to villages. 168 tiles, board, etc. ....\$60.00	<b>TLC The Haunting House</b> .....*/# Looks like a simple racing game — be the first to get through the haunted house. Except that twisting halls, trap doors, secret passages make it rather different! Ghouls to achieve! .....\$44.00	<b>EFL The Penguin Ultimatum</b> .....*/# Card game for 2 — 4 players. The penguins are bored and want to be entertained. You compete with other penguin jesters. 110 cards, 8 scoring stones .....\$40.00	<b>Phalanx The Prince</b> .....*/# A colorful cardgame for 3 — 5 players, ages 12+. Players represent a great Italian family in Renaissance Italy. Use resources, influence, money, military, to become the Pope .....\$50.00	<b>RGG The Traders of Genoa</b> .....*/# Genoa, in the 16th century, is the largest trading city in the Mediterranean. Players take roles of traders in the city, and compete to be the richest and most profitable. But to achieve this they sometimes must co-operate. Fill orders, deliver messages, take over important city buildings. With 40 draw markers, 88 cards, etc. ....\$80.00	<b>RGG The Yeti Slalom</b> .....*/# For 3 — 5 players. Snowboard racing in the Himalayas, where teams compete each year. The course is different, and captains hire yetis to knock opponents off their snowboards with large snowballs. Mapboard, 56 cards, rules .....\$46.20	<b>COA Thieves of Bagdad</b> .....*/# For 3 — 6 players. In Bagdad, precious stones are in hot demand. You are a merchant competing with others to get hold of the most precious stone. You can cheat, steal, shout, deceive — just like in real life. Has a lovely mounted mapboard, 80 cards, 20 imitation stones, counters, 6 gem bags, etc. ....\$104.50	<b>PLE Think Twice</b> .....*/# You choose 1 of 6 categories, roll 6 dice. You score extra if all dice are in your category. ....\$16.00	<b>RGG Time Pirates</b> .....*/# Looting the past! In the distant future, art treasures from the past will become more valuable, creating a strong black market. Pirates search the past trying to collect the most valuable pieces of art for their employers. The time police try to catch them and return the stolen art. With 86 artifacts, 37 contracts, board, figures, etc. ....\$60.00	<b>PLE Tip the Scale</b> .....*/# Card game for 2 — 5 players. Balance objects and collect cards, but watch out for the Tip the Scale card, that tips all the cards back into your hand .....\$24.00	<b>UBR Tongiaki</b> .....*/# For 2 — 6 players, ages 10+. With 32 rotatable island and water tiles, and 90 boats, you play Polynesians on daring sailing trips with landfall often impossible to achieve. \$50.00
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<b>RGG Valley of the Mammoths</b> .....*/# A hilarious board game. While fleeing from starving wolves and sabretooth tigers, will your tribe of cave-men manage to survive in the Valley of the Mammoths? Contend with rival tribes, hunt, gather, fish. Watch out, other tribes will try to steal your women! Original and dynamic game mechanics, simple rules, hilarious cards. 6 sets of tribe tokens, stunning board, masses of other counters .....\$69.30	<b>RGG Vampire</b> .....*/# This is a 3D game where players are vampire hunters attending a vampire party. The player who identifies and slays the most vampires is the winner. 2 — 4 players, ages 8+ .....\$70.00	<b>EGD War &amp; Sheep!</b> .....*/# Two rival gangs of sheep in the same flock face off in order to graze the best patches of grass, while also watching out for hungry wolves. Nothing can stop these sheep going to war. Board, 38 sheep tokens, 21 action cards .....\$40.00	<b>ASM Werewolves of Millers Hollow</b> .....*/# Millers Hollow has been infested by werewolves. You are given a secret character card — you will either be a werewolf (devised by night) or a townsfolk (find the werewolves!) .....\$22.00	<b>OTB Wheedle</b> .....*/# Freewheeling stock trading card game where 4 — 6 players jockey for corporate control. The first player claiming majority control is the winner .....\$20.00	<b>EFL Who Stole Ed's Pants? 2nd Ed.</b> .....*/# An unspeakable crime, a bewildered victim, the howling mobs want to know — who stole Ed's pants? A strategy card game for 3-4 players. 95 cards, 4 mats .....\$30.00	<b>UBR Wildlife by Wolfgang Kramer</b> .....*/# A stunning boardgame for 2 — 6 players who each control one of six types of creatures indigenous to different regions of land. Expand your herd, learn new abilities. When room runs out, battles erupt to control that region. Lots of counters, chips, cards, markers .....\$60.00	<b>AM Witch Hunt</b> .....*/# Now you can relive this proud, exciting moment in American history! Unfair trials, dobbing in neighbors, giving false testimony! 3 — 5 players, 95 cards, counters, tokens. Unboxed .....\$16.00	<b>ASM Wooly Bully</b> .....*/# Cute game with 77 double sided tiles. You place down farm and sheep tiles, trying to fence in your sheep, before the wolf can get them. 2 — 4 players .....\$40.00	<b>REX Word Trek</b> .....*/# For two or more players. Players are given two words, and by replacing letters or rearranging them, one step at a time, must make the new word .....\$20.00	<b>RGG Wyatt Earp</b> .....*/# The Wild West! Tough times and tough characters. Bandits, desperados, rustlers and thieves, are everywhere. Take the role of the brave sheriffs riding on the heels of these legendary outlaws. A card game for 2 — 4 players with 78 cards, 7 rewards tokens, 7 wanted posters, rules, summary cards .....\$46.20	<b>RGG Yinsh</b> .....*/# Each player has 5 rings. Each time a ring moves it leaves a marker behind. Jump a marker it changes color. Line up 5 markers, and remove a ring. \$1 markers, 10 rings .....\$66.00	<b>LOO Zendo</b> .....*/# For 3 — 6 players. On a beachhouse plastic pyramid board, players place beads to build pyramids are laid out, you must work out which share common rules .....\$80.00	<b>PLE Zippy</b> .....*/# Roll the 9 dice and combine them to make the target number, with add/die, sub, etc. from the Cheapass Games crew. You need lots of stuff to play the games, such as dice, counters .....\$12.00	<b>CG Agora</b> .....*/# An ever changing Greek marketplace. Construct shops there and try to make a living. Each player needs 20 counters each .....\$9.35	<b>CG Bitin Off Hedz</b> .....*/# It's time for a suicide race across Skull Island. The winner is the first to hurt himself into the big volcano, the losers are everyone who got their head bitten off along the way. Has card map of the island plus rules. You also need a pawn or plastic dinosaur for each player, and stones (or coins or candy). 3 — 10 players, 1 hour .....\$9.90	<b>CG Chief Herman's Holiday Fun Pack</b> .....*/# Contains more than 30 previously published James Ernest and Cheapass Games, including Road Trip, Brain Baseball, Lost Pueblo, Stumpy the Cave Boy, Strange Words, Jumping Frogs. To play these games you'll need various extra items, such as a deck of cards, lego, chess set, various dice, counters, etc. ....\$14.30	<b>CG Chief Herman's Next Big Thing</b> .....*/# Contains 3 years of Cheapass Games' unpublised games, with undeviled games from the Cheapass Games crew. You need lots of stuff to play the games, such as dice, counters .....\$12.00	<b>CG Cube Farm</b> .....*/# Game of moving into a new Off-Gee complex. Your goal in designing the Off-Gee is simple, put your cube closest to the good stuff. You need counters .....\$9.35	<b>CG Deadwood</b> .....*/# For 3 — 8 players. You need several dice and play money. Fast paced board game about bad actors and bad plays. Using a D6 to represent your talent level you will move from scene to scene taking the best parts you can .....\$17.60	<b>Deadwood on Location Expansion</b> .....*/# Now you can work on location rather than in the studio. Contains six board sections, rules .....\$6.80	<b>CG Devil Bunny Needs A Ham</b> .....*/# For 2 — 5 players. Each player tries to scale the sheer face of a hi-rise building. But the Devil Bunny keeps jumping on the highest climber, knocking them down to the ground, where they die, or onto another climber's head, who promptly catches them. The first to the top wins .....\$6.80	<b>CG Devil Bunny Hates The Earth</b> .....*/# For 2 — 5 players. You and your friends are hard workers in Devil Bunny's factory. Devil Bunny hates the earth, and has decided to wreck Western civilization by manufacturing a very unsatisfying brand of saltwater taffy. You try to stop the Bunny. Needs dice & 50+ counters .....\$4.95	<b>CAG Dicedland — Deep White Sea</b> .....*/# A unique 2 player game that uses cardboard 8-sided dice as the characters. The game requires equal parts strategy, luck and skill. Each of the five armies of 5 characters in the game are battling over the ownership of a massive ship, abandoned long ago on an ice world. 25 paper dice .....\$34.50	<b>Dicedland — Ogre</b> A stand-alone Dicedland game with 17 new dice and one giant Ogre die, based on SUG's Ogre boardgame. Ogres, tanks, infantry .....\$34.50	<b>Dicedland — Space</b> Characters vs. Mutants. Has 25 paper dice, needs board game assembled, including fighters, commanders, carriers, etc. ....\$34.50	<b>Dicedland — Extra Space</b> 8 new paper dice ships in red or blue .....\$13.20	<b>CG Falling</b> .....*/# A crazy card game for 4 — 8 players. Everyone is falling (to their deaths) and the object of the game is to hit the ground last. It's not much of a goal, but it's all you can think of on your way down (to splat on the ground). 54 cards, rules .....\$23.10	<b>CG Freeloader</b> .....*/# A board game for 3 — 6 players about cashing in favors to borrow tons of stuff. You and your friends are preying upon an unsuspecting neighborhood .....\$17.05	<b>CG Fight City</b> .....*/# For 2 or more players. This is an intense strategic card game about the struggle for money and power in a modern anarchy called Fight City. Each player needs one deck, each of which contains all the fighters, locations, and weapons each player needs. Each player needs ten counters. Contains Deck A and Deck B .....\$23.10	<b>CG Girl Genius — The Works</b> .....*/# A strategic puzzle game. The basic premise is that everything in the world is a cog in a giant machine called the works, and the players are mad scientists tinkering with the machine. As you link up the works, the cards interact. When they match up in certain ways, they become active and pop out of the works. 108 cards .....\$34.50	<b>CG Give Me the Brain! Special Edition</b> .....*/# Work sucks. Long hours, scratchy clothes, and only one Brain to pass around. The characters: Zombies. The place: Friday's, the fast food restaurant. The day: Monday. When the job is usually true. But today you must count the meat. Make change. Remember what lettuce is. And maybe even get the pickles to stop stinging at you. Better get your hands on the Brain. For 3 — 8 players, 15 minutes game, you need a D6. This boxed edition in glorious full color .....\$33.00
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<b>CG Lord of the Fries Boxed Set Color Edition</b> .....*/# Sequel to the above. This time you and your rotten, common hands are struggling to convert handfuls of random food into tasty combo meals and sides. Whoever serves up the most profit will become the Lord of the Fries. Whatever that means. This is a completely separate game - you need no brain to play! 3 - 8 players, 45 minute games, you need a D6 .....\$34.50	<b>Lord of the Fries Special Ed</b> in glorious full color. Contains original game plus six new menus and the extra ingredients they use .....\$34.50	<b>CG Kill Doctor Lucky</b> .....*/# Why do all the mystery games start just after all the fun is over? Welcome to the sprawling J.Robert Mansion, a sprawling country estate full of unusual weapons, good hiding places, and craven killers. Killers like you. The object of the game? To kill Doctor Lucky. Includes a deck of cards, card map, and the mission of rules. 2 - 8 players, games take 1 hour. You need a pawn or playing piece for each player, plus one for Dr Lucky .....\$17.05	<b>CG Nexus</b> .....*/# Card game of players placing cards and creating zones of control by playing their counters to capture Nodes (you need 20 counters per play) .....\$9.35	<b>CG One False Step for Mankind</b> .....*/# Complex game for 3 — 6 players. Set in 1849, where Gold Rush towns with vast resources try to shoot a rocket to the moon. Needs 400 poker chips, etc. ....\$17.05	<b>CG Parts Unknown</b> .....*/# For 4 — 10 players. A wacky scientist crash results in them trying to bring people back from the grave. But they need spare body parts, and your spare parts shop is digging up and selling these bits and pieces of dead people. But can you meet supply & demand? Need two pawns counters, 1 D6 and play (or real) money .....\$13.40	<b>RRG Pig Pie Second Edition</b> .....*/# Fast paced family card game for 3 — 6 players. Players compete to capture the most pigs. Get rid of your cards first and receive a pile of pink plastic pigs. With 80 cards, 40 plastic pink pigs .....\$36.30	<b>CG Safari Jack</b> .....*/# For 2 — 4 players. Time to explore the deep wilderness of Africa with nothing but your wits, a sunhat, and a very large gun. And your colorful guide, Safari Jack. But Jack has already left the camp, and you have to find him. But in the meantime, crawl around the bush and try to shoot more exotic animals than the other players. Need pawns & counters for players .....\$11.50	<b>CG Save Doctor Lucky</b> .....*/# For 3 — 7 players. You have Dr. Lucky and want to save him from being hurt by your Titanic cruise ship, you decide that killing Dr. Lucky on a sinking ship would be pointless — so you try to save him instead! And if you can do it while everyone else is looking, even if you go down with the ship, you'll be remembered .....\$17.60	<b>Save Doctor Lucky on Moon Base</b> .....*/# The Fast paced family card game for 3 — 6 players. Players compete to capture the most pigs. Get rid of your cards first and receive a pile of pink plastic pigs. With 80 cards, 40 plastic pink pigs .....\$36.30	<b>CG Sproel</b> .....*/# Springtime. Midnight. The Mall is backoning. Destination: LaGrand Mall, the oldest and most poorly secured shopping mall in the world. You and your juvenile friends have decided to loot this place, in an all-night race with shopping carts, flashlights and guns. Of course, your definition of friends is pretty loose. You need the guns, the Mall, and a map of the Mall. To play you also need: two pawns for each player, 2 D6, and two Poker Decks with Jokers. 3 - 8 players, 1 hour .....\$8.25	<b>CG Steam Tunnel</b> .....*/# For 2 — 5 players. Has 44 tunnel cards, you need 20 colored stones per player .....\$9.35	<b>CG The Big Cheese</b> .....*/# Card game for 3 — 6 players. Rat! That's what you are. Big, hungry rats. You're all VPs at Rat Financial Inc, and you're all striving for a slice of the Big Cheese. The president is retiring next month, and whoever can score the most points with him gets to take his place, and his Big Cheese. Needs 10 stones per player, + dice .....\$7.15	<b>CG The Big Idea</b> .....*/# A card game for 3 — 6 players. You need a deck of cards, five color chips for each player, play money, and 10 D6. In this game you all venture capitalists, trying to make the most money out of the IPOs of new one-shot companies who make stuff like Disposable Cats or Old Fashioned Panties .....\$6.70	<b>CG The Great Brain Robbery</b> .....*/# A board game for 3 — 7 players. The zombies at the restaurant don't even have one brain to go around, but a passing government train, full of free cheese, is full of brains. So saddle up and rob that train. Has eight board sections, 60 cards and rules. Needs a pawn for each player, and 50 counters, and 2D6 .....\$17.60	<b>CG The Very Clever Pipe Game</b> .....*/# Re-released in a ziplock bag, 48 cards of pipes in two colors. Played something like dominoes. You have to match up the pipes .....\$9.35	<b>CG TimeLine</b> .....*/# You've invented a time machine. But the first thing you'll do is play the stock market and get really rich. 48 cards, needs pawns, 30 colored stones .....\$9.35	<b>CAG Unexploded Cow</b> .....*/# Card game for 3 — 6 players. You need a D6 and play money. So you've decided to make a little spending cash this summer using Mad Cows (which are going cheap in England) to clear fields of unexploded bombs in France (which apparently pays pretty well). The game is simple and very chaotic .....\$18.15	<b>CG U.S. Patent No. 1</b> .....*/# Every player is a scientist who has invented time travel. And now everyone is racing to the Patent OFFGee to prove who invented it first. Because you have the time machine, it is not enough to get to the Patent OFFGee fast, you have to go back in time to the moment the Patent Off-Gee first opened. Use your time machine, get weapons, by stealing, or inventing, or buying. Need money, pawns, 3xD6s .....\$17.05	<b>CG Vegas</b> .....*/# A board game for 2 — 5 players, set in Vegas. Players play a board several times, playing simplified Casino games and buying Sweepstakes Tickets. Every so often there is a Showdown in which players reveal the cards they have collected to win the money in the pot. And, cheating is permitted! To play you need a poker deck, pawns with matching counters for each player, \$10,000 play money .....\$9.35	<b>CG Witch Trial</b> .....*/# A card game for 3 — 7 players. You need one counter, 2D6 and money. In this dark time in American history, society has chosen to get rid of all witches, i.e. free thinkers, vegetarians, unmarried women, the homeless, etc. You are an attorney and will act as the prosecutor or defender in several such cases .....\$17.05
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## Science Fiction BattleTech

<b>FAS CLASSIC BATTLETECH A Game of armored Combat</b> The introduction to the Classic BattleTech game system. Has everything you need to play, a 64 page rulebook, full color 48 page universe background book up to 3067, book of record sheets, 16 page quickstart rulebook, 2 x 22x27 maps, 48 standup mech counters. Contains new artwork, new counters, no new rules .....\$80.00	<b>BattleTech Combat Operations</b> A comprehensive rules system for BattleTech campaign play. How to create, run and play any type and size military force, Aerotech 2nd edition, infantry platoons, construction, how to run games, scale campaigns and detailed faction force tables .....\$50.00	<b>BattleTech Companion</b> Expanded character creation rules, construction system for Battlearmor, rules for running adventures, underworld organisations, using creatures — including samples of alien fauna, advanced weather .....\$50.00	<b>BattleTech Map Set #1</b> Contains nine stunning new mapsheets, two dropmaps, 2 archipelagos, 2 military bases, 2 coast, 1 seaport .....\$40.00	<b>BattleTech Map Set Compilation #1</b> Contains 24 maps, taken from out of print Map Set 2, Map Set 3, and Map Set 4. Deserts, valleys, cities, etc. ....\$60.00	<b>Classic BattleTech Miniatures Rules</b> Glossy full color book with simple rules conversions to let players use miniatures on wargames tables rather than hex mapsheets. Contains normal BattleTech miniatures, Armorcast's large BattleTech resin figures, and even a conversion for using Mechwarrior Dark Age figures with normal BattleTech rules. With background info and hundreds of photos .....\$40.00	<b>Fedcom Civil War</b> For five year two of the most powerful Great Houses have been in the grip of a bloody civil war. This sourcebook details the action involving one of the leading Great Houses, the House of Davion. War maps, and other listings. Also details the conclusion of the war, listing the fate of the Archon, Victor Steiner Davion, and a whole host of other royals and important generals .....\$50.00	<b>Inner Sphere</b> This sourcebook provides information on the five Great Houses, Kurita, Davion, Liao, Marik, Steiner, & the lesser powers of the Periphery .....\$40.00	<b>Operation: Flashpoint</b> You take your own unit through a linked series of missions set against the backdrop of the brewing FedCom civil war .....\$30.00
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**FFG Arena Maximus Fantasy Chariot Racing** .....  
2—5 players each race a fantasy chariot around a track composed of pits, pitfalls, and fight each other with weapons and spells. Counters & card deck ..... \$40.00

**MEK Armory** .....  
Mystical castings and deadly weapons crowd your hand, yours to wield according to your wisdom, ruin, or glory! Card game for 2-4 players requiring wits, tactical skill, and courage! Has two 60-card decks ..... \$40.00

**HOU Ascension at Firepeak** .....  
You and your rival mages struggle for control using the creatures of the land. Capture them, brainwash them, throw them into your dungeon or consume them for spells. For 2—5 players, ages 10+. KotD illustrated story artwork ..... \$24.00

**FFG Atlantoon** .....  
Take command of an army of aquatic warriors, powerful weapons and fantastic water beasts as you battle to control Atlantoon. Board, wooden pieces, counters ..... \$40.00

**JOL Barbarian Kings** .....  
A game of strategy for 2—8 players. Includes revised rules based on the original SPI Barbarian Kings. Has two separate empires to compete for, and wooden blocks for pieces, with stickers on the units. Can you assemble an army of elves, dwarves and other races to defend your territory from aggressive neighbors? Has 120 stickers, 100 wooden markers, 30 heroes & leaders, map ..... \$100.00

**EDG Castle** .....  
The castle is small and there is not enough room for everyone. You must try to place all of your characters in the castle before your opponents do. Has 4 castle walls, 56 character cards to place within the castle walls, 115 playing tokens ..... \$36.00

**FFG Cave Troll** .....  
A dungeon-crawling board game of strategy, looting and monster bashing for 2—4 players. Each player controls a party of explorers raiding the cave troll's lair searching for gold and artifacts. Beware the inhabitants and troll ..... \$40.00

**COA Charmed — The Book of Shadows** .....  
A boardgame for 2—4 players ages 8+. Recreates the principal themes of the television series Charmed. You are the main characters of the show, Piper, Phoebe and Leo as they fight evil to protect the Book. You must acquire special powers to defeat the demons ..... \$70.00

**FFG Citadels** .....  
For 2—7 players. You are a medieval ruler trying to complete your city before your opponents can build theirs. Expand your city by adding new districts, but note some districts are more valuable than others. This edition has 11 new cards ..... \$40.00

**ATL Cults Across America** .....  
The board game of the Chulhu world. President, high priests, tanks, the national guard, the President, even Chulhu himself. With challenging resource management, detailed combat choices, three scenarios, 112 game cards, 18x28 cardboard, 384 counters ..... \$90.00

**TLC Dante's Inferno** .....  
A tile-based, strategy game for 3—6 players. You have to rescue enough sinners to gain entry to the Circle of Hell to defeat Lucifer. 81 game tiles, 36 player figures in six colors, 20 demon figures, 24 tracking card counters, etc ..... \$60.00

**FAF Demon Dice** .....  
Uses dice with different pips and abilities on their faces. You put together your demon using different collectible dice to battle against other demons ..... \$40.00

**RIG DIVINE RIGHT 25th Anniversary Edition** .....  
The old TSR classic boardgame has been re-released into a stunning anniversary edition. Lead your fantasy country to glory or victory, or death and despair. Form alliances between several kingdoms, fight battles, watch for backstabbing allies! Up to three levels of challenge, new heroes, villains, abilities, magic devices, allies, random events. For 2—6 players, mounted mapboard, basic rules booklet, 100 diplomacy and personality cards, 600 counters, a CD-ROM with historical info about the game, over 300 pages of background material, strategy guides, variants, hints, advanced rules. Numbered & Signed Certificate of Authenticity ..... \$121.00

**SJG Dork Tower** .....  
Board game for 2—6 players based on the popular comic strip. Journey through a fantasy landscape, collect items, wreck the monsters! 100 counters, map, cards, lower ..... \$80.00

**DES DRACO & CO.** .....  
A card game for 3—6 players. Draco is the king of all rogues and bandits. Each night he and his bandits gather at the local inn to divide the day's loot. But he only gives loot to those on his good side. Those on his bad side have to give him loot! So you spend the game trying to get on his good side. 86 cards, coins, etc ..... \$36.00

**RGD Dracula** .....  
Board game for 2. Dracula tries to find five victims, while Van Helsing tries to find and destroy Dracula's five victims before he does. Board, 50 cards, figures, etc ..... \$40.00

**FFG DRAGON** .....  
An entertaining boardgame of chases, tricks and traps, as several adventures of dragons trapped in an evil dragon's dungeon try to steal the treasure and escape. Players build Drakon's dungeon tile by tile as they race for the treasure and try to thwart their opponents' every move. Over 100 full color game pieces, Cutel ..... \$40.00

**Drakon Expansion Set One For Drakon Second Printing only.** Has 48 new tiles, a movable Drakon's dungeon, rules for 14 new chamber actions ..... \$30.00

**CIT Dungeoneer — Tomb of the Lich Lord** .....  
Card game which provides corridor and room cards to lay out a dungeon, and then you choose a character and perform quests in a race against the other players. Defeat monsters, overcome traps, great artwork. No games the same. For 2—4 players, 110 cards ..... \$40.00

**Dungeoneer — Vault of the Fiends** .....  
Card game which provides corridor and room cards to lay out a dungeon, and then you choose a character and perform quests in a race against the other players. Defeat monsters, overcome traps, great artwork. No games the same. For 2—4 players, 110 cards ..... \$40.00

**VNA Duel of Ages** .....  
A beautiful game system that has received rave reviews. Build the uniquely modular game map to your own advantage, thwarting the enemy's attempt to do the same. Lead a randomly chosen group of adventurers, with a variety of equipment cards, across the landscape in search of strange & deadly equipment. Every game is different. Top quality components ..... \$70.00

**Duel of Ages Game Worldspanner** Game board segments, 10 board overlays, 120 cards, 40 game counters, 2 board cards, rules ..... \$70.00

**Duel of Ages #2 Intensity Expansion** to the game. Three new board segments, 2 team bases, 120 new cards with new heroes and equipment, rulebook ..... \$70.00

**Duel of Ages #3 Vast Horizons** Massive map expansion with 21 new platties, \$70.00

**Duel of Ages #4 Royal Tournament** Expansion with a tournament map segment, 52 new equipment item cards, and counter sheet ..... \$40.00

**Duel of Ages #5 Mercenary Camp** Expansion with a mercenary camp map segment, 52 new equipment item cards, and counter sheet ..... \$40.00

**Duel of Ages #6 Field of Honor** Expansion with a dueling map segment, 52 new equipment item cards, and counter sheet ..... \$40.00

**Duel of Ages #7 Ruins of Cany XII** Expansion with ancient alien ruins map segment, 52 new equipment item cards, and counter sheet ..... \$40.00

**Duel of Ages #8 Masters of Arcanum** Final expansion with new characters and equipment, a masters guide, 32 character & equipment cards, gear cards ..... \$70.00

**KEN DWARVEN DIG** .....  
2—4 players lead their team of dwarves through a hex-tile map of a mountain's interior, digging for treasure. 16 dwarf miniatures, geomorphic tiles, 40 quarry cards, 38 destroyed wall markers, counters, effects markers, etc ..... \$100.00

**DES FANTASY BUSINESS** .....  
A card game for 3—8 players. Players are store owners who buy for the best price weapons, armor, magic, objects and horses that adventures of all types need to buy for. But competitors are out there. 72 cards, 112 tokens ..... \$70.00

**DOW FIST OF DRAGONSTONES** .....  
A card game for 3—6 players. Outwit your opponents by using special coins to buy control of an ever changing cast of enchanted character cards. The characters help you collect dragon stones and win victory ..... \$50.00

**FFG FRENZY** .....  
Card game creating real time fantasy battles. You're the general of either orcs, dwarves, undead or humans. Overrun the enemy, raid supply lines, 4 different decks ..... \$16.50 ea

**RGD GARGON** .....  
A card game for 3—5 people. A fantasy world filled with dragons, fairies and pegasi. These creatures guard the amulets you and your opponents seek. But your highest goal is Gargon, the amulet of power. If you can capture this amulet from a mannequin or phoenix, you will become a mighty magician. 120 cards ..... \$20.00

**MAY HELLRAIL Third Perdition** .....  
A train card game from Mayfair Games with a difference. Conduct the souls of the damned to their torturous abodes in the Great Inferno. With 45 rail cards, 10 circle cards, 4 engine cards, 4 wooden engines, 15 circle effect tokens, etc ..... \$40.00

**RGD HERA & ZEUS** .....  
A divine feud for Zeus, the father of the gods, and his wife Hera, often disagreed on matters both earthly and olympic. This eventually became a full fledged feud, with each calling on the other gods to side with them. Cyclops, Amazon, Medusa, Hydra, Pegasus and others join in too. Has 86 cards, 1 Zeus and 1 Hera figure, 2 summary cards ..... \$40.00

**MAY Iron Dragon** .....  
A Mayfair railroad building game with elves, cat-people, trolls and magic. Dragons pull trains across new territories. Based on Empire Builder. Uses crayons to draw rail lines ..... \$70.00

**FFG Kingdoms by Reiner Knizia** .....  
Boardgame in which players assume the roles of rival kings trying to increase their wealth by establishing castles across the land. Build castles in the richest regions to reap the most gold, but those regions are also infested with dragons, trolls, and other hazards ..... \$40.00

**FFG King's Gate** .....  
You and your opponent's are feudal lords trying to secure your claim to the throne by controlling important districts of the city. A city building game for 2—4 players. Beware of the dragon! Counters, city tiles, coins. By Reiner Knizia ..... \$40.00

**STE KNIGHTMARE CHESS #1** .....  
An extremely popular accessory for the game of chess. This box contains 80 dark and beautiful cards, and simple rules. You must have a chess set to play. You play chess as normal, but every turn a player takes a card as well as moving a piece. The card may tell you to rotate the board 90 degrees, for example ..... \$34.00

**STE KNIGHTMARE CHESS #2** .....  
Here are 80 more cards to wake up your chess game - 78 brand new cards. You don't need KCF#1 to use this one. Complete rules are included to use these new cards ..... \$30.00

**USO Lord of the Rings Backgammon** .....  
Backgammon game with a wooden case with a map of Middle Earth as the gameboard board, and 2 colors of rings as the pieces ..... \$60.00

**EGL Lord of the Rings Children's Game** .....  
For children aged 6+ and their families. 2—5 players. Has a hobbit, you must travel to Mount Doom to defeat Sauron. Meet monsters, friends, etc. With gameboard, 5 hobbits, 30 character tiles, 3 Nazgul, 42 wooden cubes, etc ..... \$66.00

**FFG Lord of the Rings** .....  
For 2—5 players, ages 12 to adult. By Reiner Knizia, your task is to stop the Dark Lord Sauron from winning back the One Ring. Journey through Middle Earth, taking on the challenges of the four most hazardous regions. Moria, Helm's Deep, Shelob's Lair and Mordor, each with its own scenario board, on your way to destroy the ring. With master game board, the scenario boards, 80 hobbit cards, character cards, 5 plastic hobbits, plastic Sauron, special die, etc ..... \$69.95

**Lord of the Rings Expansion Friends & Foes** Two new scenarios, Frodo and Isengard, 21 new feature cards including new friends such as Tom Bombadil, Glorfindel, Treebeard, Strider. Also 30 dark foes such as Mirkwood spiders, Orcs of the Red Eye, Cave-trolls ..... \$44.00

**Lord of the Rings Expansion Sauron** One player takes the part of Sauron and plays against the Fellowship. Sauron has the Black Rider figure and special Sauron and Nazgul cards to strike. 53 cards, 27 event tiles, etc ..... \$49.50

**MLB Lord of the Rings Monopoly** .....  
Relive the battle for Middle-earth in a whole new way with this collector's edition Monopoly game set, featuring locations and characters from Peter Jackson's film trilogy, along with power figures of LOTR characters! Optional play includes a Sauron dice & the One Ring ..... \$68.00

**Parker Lord of the Rings — RISK Trilogy** .....  
The popular Risk boardgame Lord of the Rings style! Can be played with normal Risk rules, but has heaps of optional rules to convert the game into this fantasy world. Has lovely 15mm pieces in 4 colors, two good, two evil, including elves, Riders of Rohan, Orcs, Dark Riders, Eagles and Cave Trolls. Leaders have special abilities, use cards to uncover ancient Sites of Power scattered around Middle Earth (the map covers movies 1—3) using special cards, and gather adventure cards for additional bonuses. Also has a metal One Ring. Great! ..... \$80.00



**FFG Lord of the Rings — The Confrontation** .....  
A complete stand alone game of strategy, bluffing and adventure for two players focusing on the final confrontation between Frodo, his companions and the West, and the forces of Mordor. Gameboard, 18 plastic walls, 18 character cards, 18 good and dark cards ..... \$40.00

**RGD Lord of the Rings — The Duel** .....  
Gandalf and the Balrog battle it out over the Bridge in Moria. With board, 3D bridge, 2 pawns, and 54 cards with which to do furious battle ..... \$40.00

**RGD Lord of the Rings — The Search** .....  
A brand new boardgame by Rio Grande Games. Frodo and Sam must find Mount Doom so they can destroy the One Ring. As expected, they begin their journey in the Shire and explore Middle Earth, searching for Mount Doom. On their journey, they can meet several companions such as Gandalf, who will help them in their search. They will also confront monsters, and find valuable artifacts to speed their journey. For 2 players, each trying to get to Mount Doom first. Players score points for companions and artifacts and also for reaching Mount Doom ..... \$40.00

**FFG Lord of the Rings — Trivia Game** .....  
Board game where players travel across Middle Earth towards Mount Doom, answering trivia questions. There are 400 cards with 1,200 questions, each with 4 multiple choice answers. Also 113 counters, board, 48 area tiles, etc ..... \$90.00

**Parker Lord of the Rings — Trivial Pursuit** .....  
Trivial Pursuit focusing on The Lord of the Rings, with 300 Q&A cards, 4 pewter pawns, plastic ringwraith, expanded rules for LoTR fans, Middle Earth mapboard ..... \$120.00

**FFG Maelstrom** .....  
Play a master of the void, trying to win control of the Vortex. Build your army of minions and strongholds, summon them to battle. This complete game contains all four Vortex Tile Game starter sets, as well as extra tiles from boosters ..... \$40.00

**FFG Magdar** .....  
A game of dwarves who dig too deep for mithril and gems, awakening a magical demon in the process. (He slowly destroys the gameboard tile by tile.) Do your dwarf miners run or keep digging. 2—4 players, counters, tiles, game board ..... \$40.00

**JES Magical Arena** .....  
Board game with 4 pewter miniatures, 2 card decks, character cards, large color hex-tile for the board, etc. Fight for your existence in the arena, using power, magic, and summoned creatures. Characters attempt to gain higher levels through accumulating power ..... \$70.00

**FFG Maginor** .....  
By Reiner Knizia. It is time for the Wizards' Council to choose a new High Wizard. You must convince the Oracles to support you and not your opponents. A game of strategy, luck, & magical duels for 2—4 players. 100+ playing pieces ..... \$40.00

**SJG Munchkin** .....  
Go down in the dungeon. Kill everything you meet. Backstab your friends and steal their stuff. Grab the treasure and run. Admit it. You love it. This stand-alone card game captures the dungeon experience, with none of that stupid roleplaying stuff. With silly magic powers such as the Boots of Butt-kicking. 168 cards ..... \$49.50

**Munchkin 2 Unnatural Axe** 112 more cards for the game of killing monsters and taking their stuff. New foes like the Hydrant and Tentacle Demon, recruit allies like Shoulder Dragon, new weapons like druid fluid, slug thrower ..... \$33.00

**Munchkin 3 Clerical Errors** 112 more cards including the new race of gnomes. Try on the bard class, the dreaded Unlucky Paladin ..... \$30.00

**Munchkin Fu** Now the game is chock-a-block Hong Kong action. Characters are samurai, ninja, yakuza, monks vs monks, demons, bad guys. A complete game for 3—6 players that is also compatible with the other games. 168 cards ..... \$49.50

**Munchkin Level Counter** A metal counter and new epic rules ..... \$20.00

**JOL Nodwick The Card Game** .....  
Fast and furious card game based on the Nodwick cartoon. You have to race to reassemble your henchman with duct tape. 100 cards, timer, comic ..... \$4.25

**ATL Once Upon A Time** .....  
A game in which the players create a story together, using cards that show typical elements from fairy tales. Other players try to use cards to interrupt each other and become the new Storyteller. The winner is the first player to play out all her cards ..... \$42.00

**FFG ORCZ** .....  
Lighthearted and fast paced strategy boardgame for 2—4 players. Lead your orcs in battles, hoping to win rewards in return. 160 playing pieces ..... \$40.00

**TWG Portable Adventures** .....  
Lair of the Rat King card game with one system, unlimited adventures! The invasion of the ratting horde threatens the kingdom of men, and their only hope for survival is a dominatrix fairy, a really peeved minotaur, the egocentric evil prince, and you! \$22.00

**8th Grade** You've come to your yearbook on a quest for the perfect paper spray, the new girl has the lip gloss, and the twitzy kid has the frozen paint. What will it be, the slumber party or the rumble? Card game ..... \$22.00

**DGL Quest for the Dragon Lords** .....  
A beautifully illustrated board game that pits player against player to conquer the known world. Comes with over 1700 20mm miniature orcs, dwarves, barbarians, elves, ships, dragonlords. Also a CD-ROM rulebook with battle simulations. Each player sends their warriors to conquer the wastelands on a quest for the dragonlords. Dragonlords. Also 36 cards, 60 counters, 75 disks, gold, 24 pegs, rulebook ..... \$100.00

**The Crystal of Power** Two new races with miniatures - the Amazons and Necromancers, fight for control of the Crystal of Power in this 5-6 player expansion for Quest for the Dragonlords, complete with new adventures and more powerful spells. 36 cards, etc ..... \$60.00

**DFE Realm Lord** .....  
Card game for 2—6 players, with 112 cards, 100 different power cards. Draw 9 cards, the Crown will be given to you. Set in the fantasy world of Realm Lord ..... \$40.00

**FFG Scarab Lords** .....  
By Reiner Knizia. A board game of a mythological Egyptian land controlled Hekumet. Each player controls one of two great houses using miniature strongholds, and the new favor to achieve military, economic & religious victory ..... \$46.00

**ELM SNARFQUEST CARD GAME** .....  
Comes with 100 cards and a Snarf miniature that allows 2—8 players to have hours of wacky fun. Obtain wealth, power and other stuff. Avoid monsters ..... \$39.60

**SJG Spooks** .....  
Card game for 3+ players. You don't have to outrun the monsters if you can outrun your friends. Each suit of cards in this haunted house has a special wacko rule ..... \$20.00

**SJG STRANGE SYNERGY** .....  
Combat game (sort of fantasy?) built around 100 different power cards. Draw 9 cards and divide the powers between your warriors. Can you create the unbeatable team? 2 sided map, 12 warrior standups, lots of counters, cards, markers ..... \$62.70

**APL Tears of the Dragon** .....  
Boardgame for 2 players who play great warriors who build armies, fight, and explore ancient ruins in search of lost wisdom. 11x17 hard mapboard, 60 counters ..... \$40.00

**FBI THE DICE OF WRATH** .....  
A dice game, with 5 dice depicting the Knights of the Dinner Table characters. Unleash your favorite characters into the dice game arena. 5 score pads, 5 dice ..... \$30

**FFG THE HOBBIT** .....  
A wonderful boardgame adaptation of the novel. Players play the part of Bilbo, and must travel far around Middle Earth in order to reach the Lonely Mountain. Defeat Smaug and claim the riches. 72 cards, 6 hobbits, 60 gems, board, etc ..... \$69.95

**TWG THE TESTIMONY OF JACOB HOLLOW** .....  
Card game for 2—6 players, you use every tool at their disposal, combating ghosts, slashes and demons, in a race to learn the awful, mind shattering truth as to what's ..... \$40.00

**CAA Thud — The Discworld Board Game** .....  
With 41 (32 dwarves, 8 trolls) handpainted resin pieces and mounted gameboard. The he two sides try to capture each other pieces. The trolls are much harder to capture ..... \$99.95

**GRR Torches & Pitchforks** .....  
Card game for 2—5 players. Arm your townfolk and fight off the monsters in the Moor! A game of monster movie mayhem. Good quality artwork ..... \$50.00

**FFG Warcraft — The Board Game** .....  
The popular computer game as a stunning board game. The orcs are on the rampage, the humans trying to face them off, the undead are being driven by their King. Night Elves defend their forests. Manage resources, train & upgrade troops, wage war. With 13 board pieces, wooden unit pieces, buildings tiles, gold tokens, wood tokens, lots more ..... \$80.00

**TCI When Darkness Comes — The Awakening** .....  
A similar game to Zombies. A modern day horror setting featuring all forms of undead hordes. Contains complete rules for regular and game master run play, 6 complete scenarios, a GM run campaign, 15 map tiles, six character cards, counters, dice, 6 pewter characters ..... \$60.00

**When Darkness Comes > The Horror Within** The Horror Within expansion explores the mysterious world of shape-shifters and lycanthropes, and features additional rules, scenarios, encounter disks, and two additional pewter miniatures ..... \$30.00

**When Darkness Comes > Hell Unleashed** Expansion with demons, cultists and psychos. New rules, scenarios, encounter disks, 2 new pewter figures ..... \$30.00

**When Darkness Comes > Darkness Before the Dawn** Expansion with a new day horror feel. New spells, new tiles, new miniatures ..... \$30.00

**When Darkness Comes > The Moor of the Dead** Expansion based on AEG's Spycraft. You are a spy, in a world of counterintelligence and deceit. With rules, quickstart rules, scenarios, 48 disks, 8 new tiles ..... \$40.00

**TLC Zombies!** .....  
The game for 2 players, features an ever changing map and an ever growing army of the undead. Players take turns placing map tiles, placing zombies, running furiously, fighting, and generally creating havoc for opposing players. A different game everytime played. With 30 map tiles, 50 card event deck, 6 plastic humans, 100 plastic zombies, 25mm scale, and life and ammunition counters ..... \$50.00

**Zombie Corpses!** Lets you escape the zombie town and search for the source of the zombies in a solitary installation. With 15 new map tiles, 30 new event cards, new rules, six glow in the dark zombies ..... \$30.00

**Zombies Mail Walkers** 16 new map tiles of a shopping mall, 32 new event cards, two new scenarios, new rules ..... \$30.00

**Zombies 3.5 Not Dead Yet** An all event card expansion. Has 50 new event cards ..... \$20.00

**Zombies 4.0 The End Stand alone expansion.** 30 new map tiles, 50 card event deck, 100 plastic zombie dogs, counters. Can you stop the zombies rising? ..... \$50.00

**Bag o' Zombies** Lets you escape the zombie town and search for the source of the zombies in a solitary installation. With 15 new map tiles, 30 new event cards, new rules, six glow in the dark zombies ..... \$30.00

**Bag o' Zombies III Glow in the Dark** 100 plastic glowing zombies ..... \$20.00



## Collectible Trading Card Games

## Color Code

- New Item Now Available and in Stock  
 ■ New Item Not Yet Released

## .hack//ENEMY

## DC .hack//ENEMY

When reality and virtual reality collide, a whole new adventure unfolds! Based on the hit anime series, .hack//Sign, players portray ciphers testing their skills and battling opponents in the full-immersion virtual gaming environment called The World in the .hack//ENEMY CCG!

**.hack//ENEMY Starter Deck** 60 cards, playmat, rules .....\$20.00  
 Each starter has 5 premium foil cards. There are two types, *Kite* and *Black Rose*.  
**.hack//ENEMY Starter Display** 12 decks .....\$216.00  
**.hack//ENEMY Booster Pack** 11 cards .....\$5.50  
**.hack//ENEMY Booster Display** 30 packs .....\$148.50

## DC .hack//ENEMY Distortion

Features 120 new cards including 12 new Extra Rare Foils!

**.hack//ENEMY Distortion Starter Deck** 60 cards, playmat, rules.....\$20.00  
 Each starter has 5 premium foil cards. There are two types, *Tarajima Ryoko* and *Sanjuro*.  
**.hack//ENEMY Distortion Starter Display** 12 decks.....\$216.00  
**.hack//ENEMY Distortion Booster Pack** 11 cards .....\$5.50  
**.hack//ENEMY Distortion Booster Display** 30 packs .....\$148.50

## A Game of Thrones CCG

## FFI A Game of Thrones CCG

George RR Martin's bestselling fantasy series, A Song of Ice and Fire, explores a world of intrigue, brutal betrayal, and epic battles. Across the Seven Kingdoms the Great Houses of the Westeros struggle for control of the Iron Throne. You play one of the great houses, using the characters from the books.

**A Game of Thrones Premium Starter Deck** 110 cards, rules.....\$40.00  
 Each premium starter has three decks, one 34 card deck for each of the three houses, plus 8 new cards, updated & clarified rules.  
**A Game of Thrones Premium Starter Display** 5 decks .....\$180.00  
**GOT A Flight of Dragons Booster Pack** 11 cards .....\$6.50  
 140 new cards and introduces House Targaryen, a new Great House with the blood of the dragon running through their veins.  
**GOT A Flight of Dragons Booster Display** 36 packs .....\$210.60

**A Game of Thrones Ice & Fire Starter Deck** cards, rules .....\$20.00  
 Adds 200 new cards and new strategies. There are five different decks, House Targaryen, House Baratheon, House Lannister, & House Stark & Greyjoy.  
**A Game of Thrones Ice & Fire Starter Display** 10 decks .....\$180.00  
**A Game of Thrones Ice & Fire Booster Pack** 11 cards .....\$6.50  
**A Game of Thrones Ice & Fire Booster Display** 36 packs .....\$210.60

**A Game of Thrones Throne of Blades Booster** 11 cards .....\$5.50  
 First expansion set for the Ice & Fire introduces 150 new cards for all five of the Great Houses. Highlights include the new Ambassador cards, new cards that trigger from winning dominance by four or more STR, and five new versions of the coveted Iron Throne.  
**A Game of Thrones Throne of Blades Display** 36 packs .....\$180.00



## Crimson Skies

## WKS Crimson Skies Collectible Miniatures Game

**Crimson Skies Boxed Rules Set** A collectible miniatures game of aerial dogfights and barroom brawls in an aviation dominated alternative America in 1937. The United States shattered in the Great Depression and now 20 separate countries feud. Air pirates, security forces, nation militia go head to head in planes and skyskys. This box has 64 pages of rules, quickstart rules, 2 double sided maps, 2 cards, 24 navigation cards, 48 tokens, 24 maneuver markers, 6 dice, storage envelopes. Must have this to play. The game uses Wiz Kids famous combat dial to record stats and damage .....\$15.00  
**The Broadway Bombers Squadron** 2 ea of 2 planes .....\$27.95  
**The Hollywood Knights Squadron** 2 ea of 2 planes .....\$27.95  
**Ace Pack 1 East meets West** 2 planes and 2 50mm tail aces .....\$27.95  
**The Red Skull Legion Squadron** 2 ea of 2 planes .....\$27.95  
**Aces Wild** 2 planes and two 50mm tail aces .....\$27.95  
**The Fortune Hunters** 2 ea of 2 planes .....\$27.95  
**Deadly Duo** 2 planes and two 50mm tail aces .....\$27.95  
**Aces Pack 4 Sky Enforcers** 2 planes and two 50mm tail aces .....\$27.95

## Cyberpunk The CCG

## SOG Cyberpunk — The CCG

Enter a near-future world of corporate assassins, heavy-metal heroes, and brain-burning cyberhacks! Packed with cutting-edge technology and intense urban action, the Cyberpunk CCG is a fast-paced, hard-hitting card game rooted in R. Talsorian's Cyberpunk roleplaying universe. There are six different starter decks, and card artwork is really quite good.

**Cyberpunk CCG Starter Deck** 85 cards, rules.....\$18.00  
**Cyberpunk CCG Starter Display** 6 decks .....\$97.20  
**Cyberpunk CCG Booster Pack** 10 cards .....\$5.50  
**Cyberpunk CCG Starter Display** 40 packs .....\$198.00

## Legend of the Five Rings

**ALD Legend of the Five Rings: Training Grounds** This learn to play set has two pre-designed decks for immediate fun. Has a specifically designed playguide to teach new players the game step by step. Also has 4 exclusive promo cards. Teach command of the Lion Army or lead the Shadowlands Horde to savage victory. Comes in a sturdy card holding box .....\$50.00

## ALD Legend of the Five Rings: Diamond Edition

For five years the Empire of Rokugan has been at peace. The struggle between the Four Winds is at an end and a new ruler sits upon the Steel Throne. But the future is troubled a conspiracy of powerful daimyo have formed to control the new Emperor, and deep in Crab lands an ancient enemy of the Empire has been unleashed. Featuring easy entry for new players, the Diamond Edition is the new basic set for the Legend of the Five Rings CCG.

**L5R Diamond Edition Starter Decks** 84 cards plus rules .....\$20.00  
 Has five different starter decks, for the various clans.  
**L5R Diamond Edition Starter Display** 10 decks .....\$160.00  
**L5R Diamond Edition Booster Packs** 15 cards .....\$5.50  
**L5R Diamond Edition Booster Display** 36 packs .....\$170.00

**L5R Gold Edition Booster Packs** 15 cards .....\$6.00  
**L5R Gold Edition Booster Display** 540 cards .....\$194.40

## AEG An Oni s Fury

As the deep rumbling of an avalanche signals imminent ruin, the conquest of the Crab s Carpenter Wall by a disciplined Shadowlands army signals the change of an empire. The Shadowlands horde unleashes a savage attack upon the Wall from the inside! Amidst the chaos, a new Dark Oracle rises beneath the mountains of the Dragon and new magic is discovered. 150 new cards.

**An Oni s Fury Starter Deck** 84 cards, thick rules booklet.....\$21.50  
 There are three types. You can specify which you want, but if we run out, we will supply another one at random. *Dragon Clan*, *Shadowlands Horde*, *Unicorn Clan*.  
**An Oni s Fury Starter Display** 6 decks .....\$116.10  
**An Oni s Fury Booster Pack** 11 cards .....\$5.50  
**An Oni s Fury Booster Display** 48 packs .....\$237.60

## AEG Dark Allies

This new expansion has three new Starter Decks, *Lion*, who are based on all side by three enemies, the Crane, Shadowlands and the Phoenix; *Phoenix*, Dragon mystics have defected to the Phoenix Clan, and their new lord demands they assist the war against the Dragon; *Mantis*, the Mantis continue to increase the size of their fleet, dominating all trade routes.

**Dark Allies Starter Deck** 84 cards, thick rules booklet.....\$21.50  
**Dark Allies Starter Display** 6 decks .....\$116.10  
**Dark Allies Booster Pack** 11 cards .....\$5.50  
**Dark Allies Booster Display** 48 packs .....\$237.60

## AEG Broken Blades

This new expansion has three new Starter Decks, *Scorpion*, who try to remain neutral, but their champion is concerned that some Scorpions are pursuing selfish ends; *Crab*, the Shadowlands have taken over 6 towers of the Wall, the Crab champion being swallowed up in one attack. Now it is rumored that he has in fact joined with the Shadowlands; *Unicorn*, Akodo Kaneka has become Shogun, and the three armies of the Unicorn enforce his will.

**Broken Blades Starter Deck** 84 cards, rules sheet.....\$22.00  
**Broken Blades Starter Display** 6 decks .....\$118.80  
**Broken Blades Booster Pack** 11 cards .....\$5.50  
**Broken Blades Booster Display** 48 packs .....\$237.60

## AEG The Fall of Otosan Uchi

The new Lord of the Shadowlands, Daigotsu, is not content for the Day of Thunder to come every thousand years, so he leads the Shadowlands hordes to assault the Imperial City, which is subsequently burned and abandoned. The result of the battle is the spirit of Fu Leng has been released, and now he leads an army of demons and besieges the Celestial Heavens.

**Fall of Otosan Uchi Starter Deck** 84 cards, rules sheet.....\$22.00  
 Three new Starter Decks, *Dragon*, *Mantis*, *Crane*.  
**Fall of Otosan Uchi Starter Display** 6 decks .....\$118.80  
**Fall of Otosan Uchi Booster Pack** 11 cards .....\$5.50  
**Fall of Otosan Uchi Booster Display** 48 packs .....\$237.60

## AEG Heaven &amp; Earth

Fu Leng has returned, and has laid siege to heaven itself. The gods cannot overcome him either, without the support of their mortal worshippers, who are currently fighting each other in chaos and confusion. The Four Winds fight each other when they need to stand together. Which will stand as emperor?

**Heaven & Earth Starter Deck** 84 cards, rules sheet.....\$22.00  
 Three new advanced Starter Decks, *Shadowlands*, *Lion*, *Phoenix*.  
**Heaven & Earth Starter Display** 6 decks .....\$118.80  
**Heaven & Earth Booster Pack** 11 cards .....\$5.50  
**Heaven & Earth Booster Display** 48 packs .....\$237.60

## AEG Winds of Change

Empress Kaede, Oracle of the Void returns to take the throne, ready to name her successor from her four children, who continue to battle each other ferociously. Meanwhile the Dark Lord laughs as he waits for Toturi's four children to come to him in the Shadowlands, to Fu Leng's dark tower.

**Winds of Change Starter Deck** 84 cards, rules sheet.....\$23.50  
 Three new advanced Starter Decks, *Crab*, *Ratling*, *Mantis*.  
**Winds of Change Starter Display** 6 decks .....\$126.90  
**Winds of Change Booster Pack** 11 cards .....\$5.50  
**Winds of Change Booster Display** 48 packs .....\$237.60

## AEG Reign of Blood

Luciban has arisen and thrown down Fu Leng. Now he uses Dark Magic to cause corrupting blood to rain down upon the lands of the Empire. Anyone touched by the blood must overcome their inner demons, or be corrupted.

**Reign of Blood Starter Deck** 84 cards, rules sheet.....\$20.00  
 Three new Starter Decks, *Unicorn*, *Phoenix*, *Dragon*.  
**Reign of Blood Starter Display** 6 decks .....\$108.00  
**Reign of Blood Booster Pack** 11 cards .....\$5.00  
**Reign of Blood Booster Display** 48 packs .....\$216.00

## AEG Legend of the Five Rings Official Encyclopedia

The complete Gold Edition card guide, with 1,500 cards in full color, being all he cards from Gold, A Perfect Cut, An Oni s Fury, Dark Allies, Broken Blades, 1,000 Years of Darkness, Fall of Otosan Uchi. ....\$66.00

**AEG L5R Clan Mugs** Huge 24cm high thermos style mug emblazoned with an L5R Clan Logo. Each mug has a specific mug. Contains a Clan deck and six assorted booster packs. Limited stocks. ....\$55.00 per mug

## Lord of the Rings

## DEC Lord of the Rings CCG: Premiere

By Decipher, created under license for New Line Cinema's movie trilogy. Has illustrations captured from the film and photo-realistic images generated in-house by Decipher's own Silicon Graphics system made popular by the innovative Jedi Knights. Starter Decks and Booster Packs contain both Fellowship and Shadow elements which have an independent, yet interconnected relationship, as both components impact the game as you travel down an Adventure Path towards the ultimate goal of destroying the One Ring. For 2 or more players. 35 different cards, with a special diffusion foil card inserted randomly in every 6 booster packs.

**Lord of the Rings DELUXE Starter Deck** 84 cards, rules, small collector box .....\$45.00  
 Has 74 cards, glass counters, collectors card list, small collector box.  
**Lord of the Rings Starter Deck** 63 cards, rules .....\$18.00  
 Has two starter decks. If we don't have the one you request in our open display, we will supply the other: *Aragorn*, which contains Aragorn and features the Uruk-hai minions; *Gandalf*, which contains Gandalf and features the

**Moria orcs**, 63 cards and rules .....\$194.40  
**Lord of the Rings Starter Display** 12 decks .....\$5.50  
**Lord of the Rings Booster Pack** 11 cards .....\$5.50  
**Lord of the Rings Booster Display** 36 packs .....\$178.20

**Lord of the Rings Mines of Moria Starter Deck** 63 cards, rules.....\$18.00  
 Has two starter decks. If we don't have the one you request in our open display, we will supply the other: *Gimli*, which contains Gimli and features the evil minions of Sauron; *Gandalf*, which contains Gandalf and features the terrible goblins who've taken control of Moria. 122 new cards.

**Lord of the Rings Mines of Moria Starter Display** 12 decks .....\$194.40  
**Lord of the Rings Mines of Moria Booster Pack** 11 cards .....\$5.50  
**Lord of the Rings Mines of Moria Booster Display** 36 packs .....\$178.20

**LotR Realms of the Elf Lords Starter Deck** 63 cards, rules.....\$18.00  
 120 new cards including Saruman Isengard, Isengard Orcs, and Elf-Havens. Also new versions of Aragorn, Boromir, Arwen, Legolas, Galadriel and Elrond. There will be foil cards. Two new decks are *Legolas*, which contains the Elf prince the horse of Isengard Orcs; and *Boromir*, which contains this valiant man and Sauron's orcs from Mordor.

**LotR Realms of the Elf Lords Starter Display** 12 decks .....\$194.40  
**LotR Realms of the Elf Lords Booster Pack** 11 cards .....\$6.00  
**LotR Realms of the Elf Lords Booster Display** 36 packs .....\$194.40  
**LotR Fellowship Draft Pack** 29 cards .....\$9.00  
 Has 1 rare card, 2 copies of a premium card, Aragorn or Gandalf, and 26 cards carefully balanced to provide a semi-random deck following a 1 player.

**LotR Fellowship Draft Pack Display** Has 12 packs .....\$108.00

**LotR The Two Towers Starter Deck** 63 cards, rules .....\$18.00

Has 365 cards from the new movie, with more than 120 rare cards, and foil cards. There are two new Starter Decks, *Theoden*, which contains the King plus the Three Hunters, and a horde of the Uruk Hai; *And Aragorn*, which contains the ranger and the Dunlending Wildmen.

**LotR The Two Towers Starter Display** 12 decks .....\$194.40  
**LotR The Two Towers Booster Pack** 11 cards .....\$5.50  
**LotR The Two Towers Booster Display** 36 packs .....\$178.20

**LotR Battle of Helm s Deep Starter Deck** 60 cards, rules .....\$20.00

A 128 card expansion with new strategies, challenges, options and characters. Look for Collum, Sauron's sentries, Warg riders, uruk-hai berserkers, knights of Gondor and Legolas get cards marking them strong as a duo.

**LotR Battle of Helm s Deep Starter Display** 12 decks .....\$210.00  
**LotR Battle of Helm s Deep Booster Pack** 11 cards .....\$6.00  
**LotR Battle of Helm s Deep Booster Display** 36 packs .....\$190.00

**LotR Ents of Fangorn Starter Deck** 60 cards, rules .....\$18.00

A 128 card expansion with a new Treebeard, Gate Troops for Mordor, Isengard Orcs and Uruk-hai, also a host of other new cards. There are two Starter Decks, *Faramir*, and *Witch-King*.

**LotR Ents of Fangorn Starter Display** 12 decks .....\$194.40  
**LotR Ents of Fangorn Booster Pack** 11 cards .....\$5.50  
**LotR Ents of Fangorn Booster Display** 36 packs .....\$178.20

**LotR The Two Towers Anthology** Large storage box, 18 exclusive premium cards, 18 English Tengwar text, a 63 card starter deck, 6 assorted booster packs, a 29 card draft pack .....\$70.00

**LotR The Return of the King Starter Deck** 63 cards, rules .....\$18.00

Has 365 cards from the new movie, with more than 120 rare cards. There are two new Starter Decks, *Aragorn*, which contains Aragorn and deadly Riders from the East; and *Eomer*, which contains the horselord plus orcs of Sauron.

**LotR The Return of the King Starter Display** 12 decks .....\$194.40  
**LotR The Return of the King Booster Pack** 11 cards .....\$5.50  
**LotR The Return of the King Booster Display** 36 packs .....\$178.20

**LotR Siege of Gondor Starter Deck** 63 cards, rules .....\$18.00

Has 122 cards, 1 foil card per 6 packs approx. Features Shelob, Corsairs, more trolls, new versions of Smeagol and Sting, the Army of the Dead, Two new starter decks are: *Merry*, with the Riders of Rohan and orcs hordes of Minas Tirith; and *Pippin*, with the Riders of Rohan and Southron army.

**LotR Siege of Gondor Starter Display** 12 decks .....\$194.40  
**LotR Siege of Gondor Booster Pack** 11 cards .....\$5.50  
**LotR Siege of Gondor Booster Display** 36 packs .....\$178.20

## Lord of the Rings CMG

## Lord of the Rings Collectible Miniatures Game

Similar idea to Mageknigh, but instead of combat dials, the hexagon bases have sliding scales to record damage. All figures are pre-painted and are around 45mm tall.

**LotR Collectible Miniatures Game Starter** .....\$36.00  
 This two player starter has 8 miniatures including Aragorn, Frodo, Lurtz, Nazgul, 60cm x 68cm double sided hexagon map, rulesbook, dice.

**LotR Collectible Miniatures Game Booster** 4 figures, 1 dice.....\$18.00

**LotR CMG Map Set 1** Has 2 large doubled sided combat hex maps. Includes a river scene, village scene, and two castle scenes. ....\$15.00

## Magic: the Gathering

## WIZ Magic: 8th Edition

Showingcase 30 cards boasting some of the greatest Magic cards of all time. The Magic: the Gathering 8th Edition Core Set features a new Magic card face, complete with white border regular cards and black border premiums. Additionally, the Core Game provides players with an opportunity to sample Magic on both physical and online platforms.

**Magic 8th Ed 2 Player Core Game with CD-ROM** .....\$22.50  
 Two beginner-level 33-card starter decks, one 14-card advanced booster, two comic book play guides, a complete rulesbook, a Magic Online manual, a CD-Rom with interactive tutorials and the Magic Online client, two playmats, and a premium Magic card. IBM PII 333, 64mbRAM.

**Magic 8th Ed 2 Player Core Game Display** 6 packs .....\$121.50  
**Magic 8th Ed Theme Deck** 40 card deck, ready to play, no rules.....\$13.50  
 There are five types of Theme Decks. If the one you order is not available in our open display, another will be supplied at random. They are: *Life Boost*, lay down cards to increase your life total; *Expulsion*, has lots of ways to make opponents discard cards; and to punish them for doing it. *Heavy Hitters*, cut down opponents with a heap of big fat creatures; *Speed Scorch*, burn away enemy creatures and swarm opponents with small, speedy goblins; *Sky Slam*, ground creatures are unable to block your soaring agents.

**Magic 8th Ed Theme Deck Display** 15 decks .....\$182.25  
**Magic 8th Ed Booster Pack** 15 cards .....\$5.50  
**Magic 8th Ed Booster Pack Display** 540 cards .....\$150.00  
**Magic 8th Ed Deck Box** A deck box with 80 black card sleeves .....\$18.00  
**Magic 8th Ed Deck Box Display** 8 deck boxes .....\$129.60

**Fallen Empires Pack** 8 cards .....\$5.50

In the southern oceans of Dominia Prime lay a continent of great kingdoms. Hideous new species arose in the forests and seas, forcing the Sardapians to fight for their very survival.

**Magic: Chronicles Booster Pack** 12 cards .....\$13.00  
 This includes a random assortment of cards from *Arabic Night*, *Antiquities*, *Legends*, and *The Dark*. The Legends cards are the most prominent in the mix.  
**Homelands Booster Pack** 8 cards .....\$4.50  
 Hidden away by a mysterious wizard for generations, the forgotten world of Homelands awaits discovery.

**Magic: Visions Booster Pack** 15 cards .....\$18.50  
 Over 160 new cards that can be played with Magic: Ice Age or Mirage. Contains more cards featuring flanking and phasing rules.

**WIZ Magic: Ice Age**  
 Ice Age can be played by itself as a stand-alone game, or used as a standard expansion for Magic the Gathering. It has been many centuries since the war between Urza and Mishra. The battered landscape has become a frozen desert, and the creatures of the world of Dominia struggle for survival.  
**Ice Age Starter Deck** 60 cards + rules .....\$39.00  
**Ice Age Booster Pack** 15 cards .....\$15.50  
**Alliances Booster Pack** 15 cards .....\$18.00

**WIZ Magic: Stronghold**  
 Gerrard of the Weatherlight leads the rescue team into the heart of Rath-Evincar Volrath's citadel. There, they hope to find and free Sisay, but Volrath's lair is a maze of risks and confrontations. High in Volrath's Dream



# 26 - Trading Card Games

## WIZ Magic: Urza's Legacy

In this follow-up to the Urza's Saga set, the obsessed planewalker continues his quest across Dominaria for artifacts capable of holding off the Phyrexian invasion. The Yawgmoth forest reluctantly provides the seed to grow a flying ship which, along with the artifacts, are to become Urza's Legacy.

**Urza's Legacy Preconstructed Starter Decks** 60 cards, rules .....\$28.60

There are four types. You may choose which deck you want, but if we run out of that one, we will supply another at random. They are:

**Radiant's Revenge** The new ruler of Serra's realm, an archangel hellbent on revenge. Explodes with card-drawing and control cards.

**Crusher** Hurling mounds, treefolk and other large obstacles try to stop Urza from completing his quest. Hint: He is your opponent.

**Phyrexian Assault** An unending barrage of creatures and creature removal cards that can break down the most formidable defense.

**Time Drain** Urza's allies. Use legions of free creatures to crush your opponents before they have a chance to prepare for battle.

**Urza's Legacy Preconstructed Deck Display** (12 decks) .....\$300.00

**Urza's Legacy Booster Pack** 15 cards .....\$26.00

## WIZ Magic: Urza's Destiny

As the Phyrexian invasion draws near, Urza constructs the Legacy, but he needs a sentient, organic component to guide the weapon. And against the protests of his inner circle, he delves into areas best left unexplored, even by planewalkers.

**Urza's Destiny Booster Pack** 15 cards .....\$18.00

## WIZ Magic: Mercadian Masques

The crew of the *Weatherlight* returns as Gerrard and company find themselves in an exotic world teeming with strange creatures and customs. Replaces the *Tempest* card set in Standard tournament play. Has 350 black-bordered cards and the first ever premium cards. Also introduces new game mechanics and creature types.

**Mercadian Masques Theme Deck** 60 cards + rules .....\$22.00

There are 4 preconstructed Theme Decks in this display: *Disruptor*, lay down some good old-fashioned gruesome carnage with land and hand destruction galore; *Rebel's Call*, recruit creatures straight from your library and overrun opponents; *Command*, rebel creatures that can recruit their comrades; *Deepwood Menace*, torch the battlefield, then bring on the leaping hordes of destruction; *Tidal Mastery* establish a line of creature defense, counter assaults, then pound away like the ceaseless sea.

**Mercadian Masques Theme Deck Display** (720 cards) .....\$230.00

**Mercadian Masques Booster Pack** 15 cards .....\$9.00

**Mercadian Masques Tournament Pack** 75 cards .....\$20.00

**Mercadian Masques Tournament Display** (900 cards) .....\$230.00

## WIZ Magic: Nemesis

Introduces three new card mechanics and focuses on Crovax, the newest villain in the storyline. 143 new cards.

**Nemesis Theme Deck** 60 cards + rules .....\$20.00

There are 4 preconstructed Theme Decks in this display. If we don't have the one you want in our opened display, another will be provided at random:

**Replicator** — opponents will have trouble dealing with your duplicating creatures. **Breakdown** — gargantuan creatures can be played early, but with a slight catch: they decay quickly. **So act fast. Mercenaries** — use the recruiting ability of an infantry of vile fiends to spawn other monstrosities until victory is secured. **Eruption** — anything that the death-dealing creatures in this deck don't destroy is fodder for the laacoths & other brutes here.

**Nemesis Theme Deck Display** (720 cards) .....\$230.00

**Nemesis Booster Pack** (15 cards) .....\$6.95

## WIZ Magic: Prophecy

A new type of spellcasting has been developed, rhythic magic. This is easier to wield but also easier to disrupt, and artifacts and creatures brought into power by rhythic magic are more fragile. Into this discovery comes the warriors of Keld, lead by the brutal overseer, Latuliah, bent on conquering all of Jamuraa. 143 new cards.

**Prophecy Theme Deck** 60 cards + rules .....\$24.75

There are 4 preconstructed Theme Decks in this display. If we don't have the one you want in our opened display, another will be provided at random:

**Slither** — creep up unseen with this deck. The moment you tap out of mana, some of your most insidious monsters jump into action; **Distress** — employs cards with fading that work quickly, so be sure to strike early and often; **Turnaround** — your opponents will think they have you cornered when you suddenly your turnaround deck kicks in; **Pummel** — the bigger they come, the harder they fall on your opponents; this deck has some big brutes!

**Prophecy Theme Deck Display** (720 cards) .....\$267.00

**Prophecy Booster Pack** (15 cards) .....\$7.00

## WIZ Magic: Invasion

The Phyrexians are invading Dominaria. The strong will fall. The swift will perish. The rich will burn. Because there is only one way to fight the Phyrexians — together. The *Invasion* expansion for the Magic: The Gathering trading card game realizes the potential of multicolor power. Start thinking about gold cards, Legends, and Dragons.

**Invasion Theme Deck** 60 cards + rules .....\$25.00

There are 4 preconstructed Theme Decks in this display. If we don't have the one you want in our opened display, another will be provided at random:

**Blowout** — overwhelm your opponent with explosive offense. This red-black deck brings the heat with raw aggression and hand disruption; **Heavy Duty** — smother all comers with your white-blue deck. White provides the backup to the monster green massive attack; **Spectrum** — command the whole color spectrum with this five-color deck. Green leads the fray, but opponents will have no idea what to expect; **Dismissal** — bounce and discard your way to dominance with this blue-black deck. Seize control of the playing field and fly on to victory.

**Invasion Theme Deck Display** (720 cards) .....\$270.00

**Invasion Tournament Pack** 75 random cards & rules insert .....\$31.00

**Invasion Tournament Pack Display** (900 cards) .....\$350.00

**Invasion Booster Pack** (15 cards) .....\$7.00

## WIZ Magic: Planeshift

Urza assaults the Phyrexians as the planar overlay of Rath onto Dominaria begins. The *Planeshift* expansion includes randomly inserted foil-finished premium cards in a limited, 143 all-new, black-bordered card set featuring 44 rares, 44 uncommons and 55 commons.

**Planeshift Theme Deck** 60 cards + rules .....\$18.00

There are 4 preconstructed Theme Decks in this display. If we don't have the one you want in our opened display, another will be provided at random:

**Domain**, lets you bring out of five basic land types quickly, making your spells nastier; **Scout**, six Battlemages are your secret (and reusable) weapons; **Barrage**, Red removal spells clear the way for your rapid-fire creatures to attack; **Comeback**, your monsters quickly re-enter the game to meet more of the same pain again, and again.

**Planeshift Theme Deck Display** (720 cards) .....\$190.00

**Planeshift Booster Pack** (15 cards) .....\$7.50

**Planeshift Booster Display** (540 cards) .....\$250

## WIZ Magic: Apocalypse

Enemy coils band together like never before. *Volvers* evolve into huge monstrosities if you pay one or both of their enemy-color kicker costs while *Servantines* give you a benefit each you unlock if you provided a permanent of one or both enemy colors. Even creatures show signs of the *Apocalypse* as new magical abilities threaten to unleash multi-colored mayhem. Be Wise; Learn to handle their fury. Includes randomly inserted foil-finished premium cards in a limited, 143 all-new, black-bordered card set featuring 44 rares, 44 uncommons and 55 commons.

**Apocalypse Theme Deck** 60 cards + rules .....\$25.00

There are 4 preconstructed Theme Decks in this display. If we don't have the one you want in our opened display, another will be provided at random:

**Burial**, zombies run rampant thru this deck and enhancements and kill spells for your opponent's creatures contribute to a quick funeral. **Pandemonium**, this five color deck lets you attack from every side, letting you dominate; **Swoop**, dive bomb your enemy into oblivion with an army of flying creatures; **Whirlpool**, burn cards and counterspells control the board, and your creatures make sure the other players never resurface.

**Apocalypse Booster Pack** (15 cards) .....\$7.00

## WIZ Magic: Odyssey

Takes place 100 years after the *Apocalypse* set, on the Dominarian continent of Otaria, a brutal environment where deadly pit fighting is the order of the day. 350 new cards with all new art. This is the start of a new trilogy, has two new mechanics that harness the power of the graveyard.

**Odyssey Theme Deck** 60 cards, 1 premium card, rules .....\$16.50

There are 4 preconstructed Theme Decks in this display. If we don't have the one you want in our opened display, another will be provided at random:

**Trounce-O-Matic**, your weenies morph into meenies with the help of deck filtering cards that fill up your graveyard. **Pressure Cooker**, enemy creatures getting you down? Roast them up with this deck. **One-Two Punch!**, flashback red and green cards make opponents feel twice the pain; **Liftoff**, top-drawer flyers, and expert ground crew to support them, and card drawing spells to keep things running smoothly.

**Odyssey Theme Deck Display** (720 cards) .....\$178.20

**Odyssey Tournament Pack** 75 cards .....\$16.50

**Odyssey Tournament Pack Display** 12 tournament packs .....\$178.20

**Odyssey Booster Pack** (15 cards) .....\$5.50

**Odyssey Booster Display** (540 cards) .....\$178.20

## WIZ Magic: Torment

Continuing the story that began in *Odyssey*, *Torment* introduces new madness and nightmare mechanics, adding a deadly twist to the brutal pit-fighting environment! Can you survive the black set?

**Torment Theme Deck** 60 cards, strategy insert .....\$35.00

There are 4 preconstructed Theme Decks in this display. If we don't have the one you want in our opened display, another will be provided at random:

**Insanity**, an aggressive creature heavy deck that goes nuts; **Waking Nightmares** — use your nightmare creatures to choke off your opponents' resources; **Sacrilege** — offers protection from evil's taint. Rise above corruption with some righteous beatdown; **Grave Danger** — turn your graveyard into a resource, making your opponents pay dearly for creatures in your graveyard.

**Torment Theme Deck Display** (720 cards) .....\$400.00

**Torment Booster Pack** (15 cards) .....\$9.00

**Torment Booster Display** (540 cards) .....\$291.00

## WIZ Magic: Judgment

The Mirari has changed hands and Kamahl, who has been instructed to talk to the Nantuko and learn the ways of the druids, now wields the vastly powerful artifact. Unleashes the powerful forces of white and green as they ascend to count their black dominance of the *Torment* expansion. And with the wish mechanic and the new incarnations, a cycle of creatures that can be used to give your other creatures powerful abilities, players can make use of far more cards than ever before.

**Judgment Booster Pack** (15 cards) .....\$7.50

**Judgment Booster Display** (540 cards) .....\$250.00

## WIZ Magic: Onslaught

The battle for the Mirari artifact has ended, but the Cabal still holds the continent in its grip. A new enemy emerges, Ixidro the master illusionist. 350 new cards, lots of new concepts, including morph cards, which you play upside down; your opponents nearly choke when you use them.

**Onslaught Theme Deck** 60 cards, strategy insert .....\$24.20

There are 4 preconstructed Theme Decks in this display. If we don't have the one you want in our opened display, another will be provided at random:

**Devastation** — elves lay the foundation for a lumbering horde of massive beasts; **Bait and Switch** — your divine Mistform creatures change creature type during the battle; **Ivory Doom** — vicious clerics preserve your life while their fallen cohorts drain your opponents dry; **Celestial Assault** — if your ground troops can't win, send in your air support to overwhelm the enemy.

**Onslaught Theme Deck Display** (720 cards) .....\$242.00

**Onslaught Tournament Pack** (75 cards & Onslaught rules) .....\$16.50

**Onslaught Tournament Display** (900 cards) .....\$178.20

**Onslaught Booster Pack** (15 cards) .....\$5.00

**Onslaught Booster Display** (540 cards) .....\$160.00

## WIZ Magic: Legions

Features 143 new cards. New keyword mechanics, plus the continuation of Tribal cards, the Morph mechanic, and a horde of unsavory creatures, both wretchedly old and dastardly new.

**Legions Theme Deck** 60 cards, strategy insert, no rules .....\$22.00

There are 4 preconstructed Theme Decks in this display. If we don't have the one you want in our opened display, another will be provided at random:

**Silver Shivers**, each Silver splices its own abilities onto all other silvers in play; **Elvish Rage**, blitz with quick elves, then swarm with more elves, then superize your elves and overwhelm; **Zombies Unleashed**, Zombies with amply more than their nasty surprises will drag opponents creatures into the abyss; **Morph Mayhem**, Packed with morph creatures that can regenerate, counter spells, or even swap creatures, your opponent will not know what to expect.

**Legions Theme Deck Display** (720 cards) .....\$231.00

**Legions Booster Pack** (15 cards) .....\$5.00

**Legions Booster Display** (540 cards) .....\$160.00

## WIZ Magic: Scourge

The *Scourge* set brings 143 new cards featuring such new mechanics as Storm (more power for the more spells you play on a turn) and Landcycling. Add the Warclaves, a few creatures that Morph for free, and you've got yourself some deckbuilding to do. Oh, and did we mention the card you hate the most?

**Scourge Theme Deck** 60 cards, strategy insert, no rules .....\$18.00

Has four preconstructed theme decks: **Pulverize**, play high mana-cost creatures with other spells; **Max Attax**, a deck of power-players; **Goblin Mob**, a horde of over twenty low cost creatures; **Storm Surge**, starts small and builds to a point where you unleash furious storm cards.

**Scourge Theme Deck Display** (720 cards) .....\$178.20

**Scourge Booster Pack** (15 cards) .....\$5.50

**Scourge Booster Display** (540 cards) .....\$160.00

**Scourge Fat Pack** Contains the *Scourge* novel, *Scourge* Players Guide, 6 booster packs, 2 premium cards, *Scourge* Spindown life counter. ....\$55.00

**Scourge Deck Box** 80 black backed card sleeves in a deck box. ....\$18.00

## WIZ Magic: Mirrodin

Forests of metal claw the sky. Razor-sharp metallic grasses stretch across the plains. Vast oceans of quicksilver conceal predators awaiting the unwary, featuring new creature types (Human, Myr, Slith, and Vedalken), classes, mechanics, and a new card face! 306 new cards in the set.

**Mirrodin Theme Deck** 61 cards, strategy insert, no rules .....\$18.00

**Mirrodin Theme Deck Display** (720 cards) .....\$178.20

There are four Theme Decks: **Wicked Big**, this deck is big and wicked, with creatures, lots and lots of them; **Bait & Bludgeon**, heavy with the new affinity cards, which cost less for each artifact you control; **Little Basher**, a mass of small creatures that mess up opponents when armed with equipment; **Scourge**, a deck of creatures that lead to your graveyard and pump up creatures.

**Mirrodin Tournament Pack** 75 cards & rules insert .....\$18.00

**Mirrodin Tournament Display** (900 cards) .....\$178.20

**Mirrodin Booster Pack** (15 cards) .....\$5.50

**Mirrodin Booster Display** (540 cards) .....\$150.00

**Mirrodin Fat Pack** Mirrodin novel, Mirrodin Players Guide, 1 Tournament Pack, 6 booster packs, 2 premium cards, Mirrodin Spindown life counter. ....\$50.00

**Mirrodin Deck Box** 80 black backed card sleeves in a deck box. ....\$18.00

## WIZ Magic: Darksteel

Set 2 of 3 in the Mirrodin block. Artifacts forged from the mysterious darksteel metal are indestructible and modular creatures make your opponent pay dearly if they are destroyed.

**Darksteel Theme Deck** 61 cards, strategy insert, no rules .....\$16.50

**Darksteel Theme Deck Display** (720 cards) .....\$178.20

There are four Theme decks: **Master Blaster**, wear down opponents and play indestructible cards; **Swarm & Slam**, use a devastating echoing creature, which gives all same named creatures a boost; **Mind Swarm**, a vicious card of creature spells and combat; **Reference Deck**, destroyed modular creatures pump up other artifact creatures.

**Darksteel Booster Pack** (15 cards) .....\$5.50

**Darksteel Booster Display** (540 cards) .....\$149.00

**Darksteel Fat Pack** Darksteel novel, Darksteel Players Guide, 6 booster packs, 2 premium cards, Darksteel Spindown life counter. ....\$45.00



## WIZ Magic: Fifth Dawn

Conclusion to the Mirrodin block. Formidable new mechanics, unique artifacts, new themes — Beacons, Bringers and Cogs; a 165 card set.

**Fifth Dawn Theme Deck** 61 cards, strategy insert, no rules .....\$16.50

**Fifth Dawn Theme Deck Display** (720 cards) .....\$178.20

**Fifth Dawn Booster Pack** (15 cards) .....\$5.50

**Fifth Dawn Booster Display** (540 cards) .....\$149.00

**Fifth Dawn Fat Pack** Contains six boosters, Spindown Life Counter, players guide, one premium land card, a random premium card. ....\$45.00

## WIZ Magic: The Gathering DECKMASTERS

Garfield vs Finkel. This boxed set showcases the ultimate battle of wits: Richard Garfield, the legendary creator of the Magic game, versus Jon Finkel, a Magic World Champion and legend in the making. Has two white bordered 62 card decks, 4 black bordered premium cards, all cards are from Ice Age and Alliances. Comes in a metal card-carrying case. Also a strategy guide. ....\$75.00

## WIZ 2003 World Championship Decks

Limited Edition. Contains 12 preconstructed decks, of four types, of four 2002 Magic World Championship finalists. You may specify which deck you want to order, but if we run out of that one, we will supply another at random. The decks have no rules, & are:

**Daniel Zink** — **World Champion** 4 per display. A white, blue, green Wake deck that produces more mana, cards, counters, spells and soldiers than opponents can possibly handle. ....\$16.50

**Dave Humphreys** — **Semifinalist** 2 per display. A blue green deck that combines the many maddest cards from *Torment*. ....\$16.50

**Peer Kroger** — **World Champion** 3 per display. A red black deck that excels at putting scary monsters into the graveyard & reanimating them. ....\$16.50

**Wolfgang Eder** — **World Champion** 3 per display. A black red Goblin Bidding deck that can bring every Goblin in the graveyard back into play. ....\$16.50

**2003 World Championship Deck Display** 12 Decks .....\$178.20

**WIZ Magic 2000 Starter with CD** This is the 2000 Magic 2 player starter, with 2 starter decks, 2 15 card booster packs, a collectible premium card, two step by step play guides, rulesbook, two playmats with scorekeeping discs, and a CD-ROM with mini-games to help you learn. ....\$22.00

**The Complete Encyclopedia of Magic: The Gathering** Pictures of over 7,200 cards, from all of the following sets: Alpha, Beta, Unlimited, Revised, Fourth, Fifth, Seventh Editions, Classic, Chronicles, Ice Age, Alliances, Arabian Nights, Antiquities, Legends, the Dark, Fallen Empires, Homelands, Mirage, Visions, Weatherlight, Portal, Tempest, Stronghold, Exodus, Portal Second Age, Urza's Saga, Legacy, & Destiny, Portal Three Kingdoms, Unglued, Merc Masques, Nemesis, Prophecy, Invasion, Planeshift, Apocalypse .....\$77.00

## Magic Novels

**WIZ Planeshift** Invasion Cycle Book II In the midst of all-out war, the ground shifts and moves. Millions upon millions of invaders appear out of nowhere as the artificial plane of Rath overlays Dominaria, covering the natural landscape with the unnatural horrors of Phyrexia. ....\$13.95

**WIZ Johan** Magic Legends Cycle Book I The battle for Bryce has begun. The city is watched by friendly eyes. A prophecy, desperate wizard, and an unfriendly tiger man are caught up in its destiny. ....\$13.95

**WIZ Dragons of Magic Anthology** What beasts rule our dreams? Ancient primavels enslaved our ancestors, and modern dragon engines enslave us. Plains dragons defend humans, and undead dragons destroy them. And all dragons hold mysteries deep within. ....\$14.95

**WIZ Odyssey** Odyssey Cycle Book I A blasted world with all but destroyed civilization, turns to pit fights and blood contests. Amidst this struggle arises an artifact of compelling power that all desire. ....\$14.95

**WIZ Torment** Odyssey Cycle Book II Deep in the mind of a pit fighter, horrors and unimaginable nightmares come pouring into the real world, everytime he enters into a trance. ....\$15.95

**WIZ Judgment** Odyssey Cycle Book III Everyone on Otaria wants one artifact which can give them unlimited power. ....\$14.95

**WIZ Hazezon** Magic Legends Cycle Book III Now the outcome of one desert war could change the history of Dominaria forever. ....\$14.95

**WIZ Assassin's Blade** Magic Legends Cycle Two Book I The Emperor's assassin can only be stopped by one man. ....\$15.50

**WIZ Champion's Trial** Magic Legends Cycle Two Book II Tetsuo must regain his honor by destroying the emperor. ....\$14.00

**WIZ Legions** Magic Onslaught Cycle Book II Kamahl's sins brought the world to its current suffering. Now he must fix it. ....\$15.40

**WIZ Emperor's Fiat** Magic Legends Cycle Book II The godlike Madaran emperor has other ways of crushing rebellion. ....\$15.40

**WIZ Scourge** Magic Onslaught Cycle Book III A new force arises, Karona — she is the destroyer, she is the answer. ....\$15.40

**WIZ The Monsters of Magic Anthology** Dragons, hurguyls, delraichs and other fearsome creatures stalk these pages. ....\$15.40

**WIZ The Moons of Mirrodin** Mirrodin Cycle 1. An orphaned elf is being hunted on the metallic world of Mirrodin. ....\$15.40

**WIZ Darksteel** Mirrodin Cycle 2. An elf, goblin and iron golem flee from a foe who anticipates their every move. ....\$14.00

## Mage Knight CMG

**Mage Knight 2.0 Starter** 10 figures, rules, etc. ....\$30.00

This new edition of Mage Knight features a new combat dial with a new attack bonus, new ability names, new constant ranged damage and new relics and items slots. Has 9 painted miniatures, 2 domain & relic cards, 6 tokens, rulesbook, special abilities card, tape, 2 dice, world guidebook, etc.

**Mage Knight 2.0 Booster Pack** 4 miniatures + 1 relic or terrain piece .....\$10.00

**Mage Knight Dungeons Artifacts Set 1** Has 12 painted miniatures, of tables, chairs, clock trap, columns, throne, rune stone. ....\$28.00

**Mage Knight Dungeons Artifacts Set 2** Has 7 painted miniatures, of a fountain, idol, small pool, healing goddess, pool, statue, altar. ....\$28.00

**Mage Knight Dungeon Builders Kit** Has four 7.5 x 7.5 double sided dungeon tiles, 2 x 7.5 x 5 double sided tiles, 6 terrain markers, 10 markers & tokens, 4 plastic doors. ....\$29.95



**Mage Knight Dungeon Heroic Quests — Magestone Mines** A complete adventure set in the Magestone mines. Has four dual-faction hero figures, one Spawn Master Adversary figure, double sided map of the mines, eight monster tokens, and an adventure book. ....\$31.50

**Mage Knight Dungeon Heroic Quests — The Citadel** A complete adventure set in an Atlantean flying Citadel. Has four dual-faction figures, one Atlantean Guide figure, double sided map of the Citadel, eight wandering monster tokens, adventure book with four scenarios. ....\$31.50

**Mage Knight Conquest** Great value set with a large cannon, large bombard, large catapult, large boltshooter, and 3 figures. Also has new fast-paced, complete rules in a 96 page booklet that allow players to field huge armies with thousands of points. ....\$40.00  
**Mage Knight Conquest Siege Pack** Contains the four artillery pieces as above, plus the ladder, 45 formation & unit tokens. ....\$32.00

**Mage Knight Castle Tower** Has a beautifully painted round tower (18cm tall by 13cm wide). The castle door opens! ....\$48.00  
**Mage Knight Castle Wall Pack 1** Has three full sized walls (9cm x 12cm), 3 ramparts, 3 buttresses. Beautifully painted. ....\$32.00  
**Mage Knight Castle Wall Pack 2** Has a wall with a built-in door, 4 four-way corner buttresses, 2 buttress supports, 2 narrow wall sections. Wall section is 12cm high. Beautifully painted. ....\$32.00  
**Mage Knight Castle Gatehouse** Has a beautifully painted gatehouse, 15cm tall by 13cm wide, with moveable portcullis & figure. ....\$60.00  
**Mage Knight Castle Keep** Large keep for the castle. ....\$60.00

**Mage Knight 3D Dungeons** Beautiful plastic 3D dungeon pieces. Has 36 interlocking 3D floor tiles, 24 interlocking 3D walls, 4 wooden doors, 4 iron doors, Mage Knight 3D Dungeons rules. ....\$46.00  
**Mage Knight 3D Dungeons Floor Pack** Beautiful plastic 3D dungeon pieces. Has 36 interlocking 3D floor squares. ....\$18.00  
**Mage Knight 3D Dungeons Trap Pack** For Mage Knight 3D Dungeons. Has 12 trap squares with trap dials, 8 trap objects, rules. ....\$30.00

#### Mage Knight Novels

**Mage Knight Novel — Rebel Thunder** Sarah, head of the Black Powder Rebels, plots to destroy the Atlantean Empire. Blaize, an Atlantean elite Guardsman, is sent to stop her. Gets undercover. ....\$16.50  
**Mage Knight Novel — Dark Deeds** A group of elves, called the Necropolis Sect, has devoted itself to mastering the dark arts and raising creatures from the grave. Kerrail is captured by them and forced into becoming one of their assassins, or they'll kill her family! ....\$16.50

## Marvel Hero Clix CMG

#### WKS Marvel Hero Clix — Infinity Challenge

WizKids brings us Hero Clix, the collectable, expandable miniatures game in the Marvel Super Heroes setting, in which every plastic figure comes fully assembled and painted for you. A unique base with rotating disk contains all the information you need to put your warrior into action. This is called the Combat Dial. Every game statistic, including special abilities and the character's specific wound table, is incorporated into the base. No huge, expensive rule books with endless tables, no little pieces of paper cluttering up your gaming table, just fast action play, right out of a starter box.

**Hero Clix Infinity Challenge Starter** 8 figures, rules, etc. ....\$29.95  
 Contains 8 randomly inserted, fully assembled and painted miniatures around 35mm high, of varying degrees of rarity. Also a page rulebook, 2 dice, a two-sided 3 x 3 map, Powers & Abilities Card, tokens and markers.  
**Hero Clix Infinity Challenge Booster Pack** 4 miniatures. ....\$13.95  
**Hero Clix Xplosion Booster Pack** 4 miniatures. Includes powerful new X-Men characters including Storm, new versions of Daredevil, Hulk. ....\$13.50  
**Hero Clix Sentinel** 1 x 16cm huge miniature, with special rules. ....\$32.00  
**Hero Clix Premier Edition** This is a boxed starter set with 10 Hero Clix miniatures, a quick-start rules sheet, rule book, 2 double sided 3 foot square maps, 12 tokens & markers, reference sheet, etc. ....\$57.00  
**Hero Clix Indoor Adventure Kit** Has a double sided map of a factory and a mansion, a large computer, bookcase, coin machine, desk; 3 double sided scenario cards, rules sheet. ....\$32.00  
**Hero Clix Outdoor Adventure Kit** Has a double sided map of a convention centre and a construction site, a lamp post, crate, dumpster, mailbox; 3 double sided scenario cards, rules sheet. ....\$32.00  
**Marvel Hero Clix Map Pack** Has four large game maps, being Danger Room, Xavier's School, Avengers Mansion (inside & out) and 4 scenarios. ....\$26.00

**DC Hero Clix Hypertime Starter** 8 figures, rules, etc. ....\$29.95  
 Build your dream team from these 130 characters, such as JLA, JSA, Titans, Justice League. Includes Superman, Batman, Plastic Man, Joker, etc. Contains 8 randomly inserted, fully assembled, and painted miniatures around 35mm high, of varying degrees of rarity. Also a rulebook, 2 dice, a two-sided 3 x 3 map, Powers & Abilities Card, tokens and markers.  
**DC Hero Clix Hypertime Booster Pack** 4 miniatures. ....\$13.50  
**DC Hero Clix Cosmic Justice Booster Pack** 4 miniatures. Includes 96 different figures, such as Green Lantern, Amazo, Wonder Woman, Cheetah, Batgirl, Poison Ivy. ....\$13.50  
**DC Hero Clix Map Pack** Has four large game maps, being Batcave, AR Labs, JLA Watchtower, Metropolis, and 4 scenarios. ....\$26.00  
**DC Hero Clix Hypertime Premier Edition Game** Has 10 miniatures, rules, quickstart rules, 2 double-sided 3 x 3 maps, counters etc. ....\$57.00

**Indy Hero Clix Starter** 8 figures, rules, etc. ....\$29.95  
 Presents your favorite independent comics heroes such as CrossGen, Danger Girl, Hellboy, Kabuki, Shi, Top Cow, Judge Dredd, etc. Includes 8 miniatures, rules, quick play rules, map, ring, 6 object tokens, 10 terrain markers, 8 ID stickers. There are 96 Indy Hero Clix figures to collect.  
**Indy Hero Clix Booster Pack** 4 miniatures. ....\$13.95

## Mechwarrior Dark Age CMG

#### WKS Mechwarrior Dark Age

WizKids brings us Mechwarrior Dark Age, the collectable, expandable miniatures game in a future BattleTech setting. The Innerearth and Clans have smashed themselves into a pulp 20 years ago, and now after years of peace, warfare flares up again across space. Every plastic figure comes fully assembled and painted for you. A unique base with rotating disk contains all the information you need to put your unit into action. This is called the Combat Dial. Every game statistic is included in the dial, except that mechs have a second heat dial. There are 116 different infantry, powerarmored infantry, AFVs and mechs. The fast playing game system emphasizes army design and combined arms tactics.

**Mechwarrior Dark Age Starter** As below. ....\$37.95  
 Contains 1 Mech (has working pieces, and is around 5cm high on a 5cm combat dial), 2 AFV, 3.5cm (3.5cm combat dial), 5 Infantry (3.5cm combat dial). Also 24 page rulebook, 1 special ability card, 3 dice, ruler.  
**Mechwarrior Dark Age Booster Pack** 1 mech, 1 AFV, 2 inf. ....\$19.95

**Mechwarrior Dark Age Premier Set** Contains two Starter Decks, ie, a total of 2 mechs, 4 AFVs, 10 Infantry, plus rules, cards, rules, dice. Also has two unique premier mechs. A great way for two to start the game. ....\$55.00

**Mechwarrior Fire for Effect Booster Pack** 1 mech, 1 AFV, 2 inf. ....\$19.95  
 Introduces Artillery, including classic artillery vehicles with new rules; Mercenaries, featuring BattleTech fans classic favorite mercenary companies; and Transport Vehicles, designed to get infantry on the battlefield quickly.

**Death from Above Booster Pack** 1 mech, 1 AFV, 2 inf. ....\$19.95  
 Introduces helicopters and air-combat rules to the battle. There are 124 different figures available in this set. Includes some helicopters in the mix.

**Mechwarrior Liao Incursion Pack** 1 mech, 1 AFV, 2 inf. ....\$18.95  
 Introduces faction abilities to the game, also has more Veteran figures, artillery, transports, and VTOLs. The Warrior-Houses of Liao enter the game!

**Mechwarrior CounterAssault Pack** 1 mech, 1 AFV, 2 inf. ....\$15.00  
 Has 7 new infantry units, 9 new mechs, 10 new vehicles, 124 different units available in the set altogether. Introduces new technology.

**Mechwarrior Faction Dice** Six different types of dice. If the one you want is not available, we'll supply another. Steel Wolves, Spirit Cats, Swordsworn, Bannons & Raiders, Dragon & Fury, Highlanders. ....\$8.25

**Ghost War - Mechwarrior Dark Age Novel** By Michael Stackpole. After two generations of peace, the interstellar communications net is destroyed, and hundreds of planets are thrust into isolation and old hatreds arise anew. ....\$15.00  
**A Call to Arms - Mechwarrior Dark Age Novel** By Loren L. Coleman. The planet Achernar falls under siege by the Steel Wolves, and Raul Ortega is recalled to active duty. Treachery and brutality of war follows. ....\$15.00  
**The Ruins of Power - Mechwarrior Dark Age Novel** After putting down a civil uprising, the MBA could field a force in the imminent civil war and split Mirach three ways. But Marta, the leader, could be a murderer. ....\$15.00

#### Proving Grounds Trilogy

**A Silence in the Heavens - Mechwarrior Dark Age Novel** Mechwarrior Anastasia Kerenky has her sights set on Northwind, but must contend with the deadly politics of the Steel Wolves to conquer the world. ....\$15.00  
**Truth and Shadows - Mechwarrior Dark Age Novel** Sequel to A Silence in the Heavens. Anastasia believes that there is little the embattled Republic can do to stop her from finally making a trophy of Northwind. ....\$15.00  
**Service for the Dead - Mechwarrior Dark Age Novel** Conclusion. Anastasia Kerenky has decimated Northwind in her battle with the Highlanders. Now she sets off to conquer Terra itself. ....\$15.00

**By Temptations and by War - Mechwarrior Dark Age Novel** An ex-Liao world now controlled by the Republic tries to fuel rebellion and return to its rightful owners. A Capellan operative arrives to assist. ....\$18.00  
**Fortress of Lies - Mechwarrior Dark Age Novel** Sandoval sends his nephew to convince a world to join his alliance. But Sandoval will sacrifice anyone to achieve his dreams of glory, even his nephew. ....\$14.00

**Classic BattleTech — The Legend of the Jade Phoenix Trilogy** Combines into one volume three previous BattleTech Jade Falcon Clan novels: Way of the Clans, Bloodname, and Falcon Guard. Read about how Aidan Pryde tries to climb his way up the ranks of the Jade Falcon Clan. ....\$16.00

## NeoPets

Wizards of the Coast and NeoPets, Inc. team-up to bring one of the web's hottest properties NeoPets into the offline realm with the NeoPets Trading Card Game! Enter the world of Neopia and discover all sorts of petpets, potions, neggs, books, faerie tokens, weapons, and food as players gather their favorite NeoPets and challenge their friends in this totally unique and compelling trading card game experience.

**Neopets 2 Player Starter Set** ....\$18.00  
 Has 2 x 30 card starter decks, rulebook, playmat, 2 dice, booster pack.  
**Neopets 2 Player Starter Display** 8 decks .....\$129.60  
**Neopets Booster Pack** 8 cards .....\$6.50  
**Neopets Booster Pack** 36 packs .....\$194.40

## Ophidian 2350

#### FLEER Ophidian 2350

In the year 2350, only the strongest survive as muscle-bound fighters, strange aliens, devils, demons, and cybernetic constructs battle it out in the gladiatorial arena of Ophidian! Kill all your opponent's gladiators, or incite the crowd to riot and crush your adversary to win the game! 242 cards.

**Ophidian 2 Player Starter Deck** ....\$16.50  
 2-player sets containing two 30-card preconstructed decks, 8 dice, four counter cards, one counter piece sheet, playmat/poster, and a CD-ROM.  
**Ophidian Starter Display** 6 x 2 Player Starter Decks .....\$89.10  
**Ophidian Booster Pack** 11-cards .....\$6.50  
**Ophidian Booster Pack** 30 packs .....\$175.50

## Pokemon

**Pokemon Neo Genesis Booster Pack** 11 cards .....\$5.50  
 Meet Baby Pokemon! They evolve into Basic Pokemon and cause plenty of trouble. Baby Pikachu is very cute!  
**Pokemon Neo Genesis Booster Display** 36 packs .....\$178.20

**Pokemon Neo Discovery Starter Deck** 60 cards, rules, etc. ....\$16.50  
**Pokemon Neo Discovery Starter Display** 8 decks .....\$118.80  
 Each preconstructed starter has 60 cards, coin, damage counters, poison marker, generic counter, card list, rule book. Includes all new Pokemon, and best of all — Baby Pokemon. Two decks: *Brain Wave* and *Wallop*.  
**Pokemon Neo Discovery Booster Pack** 11 cards .....\$5.50  
**Pokemon Neo Discovery Booster Display** 36 packs .....\$178.20

**Pokemon Neo Revelation Booster Pack** 11 cards .....\$5.50  
**Pokemon Neo Revelation Booster Display** 36 packs .....\$178.20  
 From beneath a fire ravaged tower, three ancient and power Pokemon emerge. The journey of worldwide adventure continues with the revelation of these legendary Pokemon.

**Pokemon Neo Destiny Starter Deck** 60 cards, rules, etc. ....\$16.50  
**Pokemon Neo Destiny Starter Display** 8 decks .....\$118.80  
 Each preconstructed starter has 60 cards, coin, damage counters, poison marker, generic counter, card list, rule book. Light & Dark decks.  
**Pokemon Neo Destiny Booster Pack** 11 cards .....\$5.75  
**Pokemon Neo Destiny Booster Display** 36 packs .....\$186.30

**Pokemon Legendary Collection Starter Deck** 60 cards, rules. ....\$16.50  
**Pokemon Legendary Collection Starter Display** 8 decks .....\$118.80  
 Has Turomi (Lightning and Water Pokemon) and Lava (Fighting and Fire Pokemon) themed decks, each with 60 cards, 1 foil card, rules, counters, etc.  
**Pokemon Legendary Collection Booster Pack** 11 cards .....\$5.75  
**Pokemon Legendary Collection Booster Display** 36 packs .....\$186.30

**Pokemon Expedition Base Set Starter Deck** 60 cards, rules .....\$16.50  
**Pokemon Expedition Base Set Starter Display** 8 decks .....\$118.80  
 Has 4 each of two pre-constructed theme decks, Echo & Electric Garden.  
**Pokemon Expedition Base Set Booster Pack** 9 cards .....\$5.75  
**Pokemon Expedition Base Set Booster Display** 36 packs .....\$186.30

**Pokemon Aquapolis Theme Deck** 60 cards, rules .....\$16.50  
**Pokemon Aquapolis Theme Display** 8 decks .....\$118.80  
 Has Rock Garden and Abyss Theme Decks, 168 cards in the set.  
**Pokemon Aquapolis Booster Pack** 9 cards .....\$5.75  
**Pokemon Aquapolis Booster Display** 36 packs .....\$186.30

**Pokemon Ex Ruby & Sapphire Booster Pack** 9 cards .....\$6.50  
**Pokemon Ex Ruby & Sapphire Booster Display** 36 packs .....\$210.60

**Pokemon Sandstorm Starter Deck** 60 cards, rules, counters. ....\$18.00  
**Pokemon Sandstorm Starter Display** 8 decks .....\$129.60  
**Pokemon Sandstorm Booster Pack** 9 cards .....\$5.50  
**Pokemon Sandstorm Booster Display** 36 packs .....\$178.20

**Pokemon Southern Islands Collection** A card album with 18 exclusive Pokemon unique Southern Islands Collection cards, available for the first time. Also 3 randomized booster packs, card list, postcards. ....\$39.95

**Pokemon EX Collectors Tin** Metal tin with 3 Ruby & Sapphire Boosters, 2 Sandstorm Boosters, double sided poster, 2 holographic foil cards. ....\$33.00

## Raw Deal

#### CI Raw Deal CCG

A World Wrestling Federation CCG. Players just like a WWF match, with the final outcome up to you. Includes all-foil superstar card and foil superstar move cards.

**Raw Deal Starter Deck** 61 cards + rules .....\$20.00  
**Raw Deal Starter Deck Display** 12 decks .....\$216.00  
**Raw Deal Booster Pack** .....\$5.95  
**Raw Deal Booster Pack Display** 36 packs .....\$192.00

**Raw Deal Fully Loaded Starter Deck** 61 cards + rules .....\$20.00  
**Raw Deal Fully Loaded Starter Deck Display** 12 decks .....\$216.00

**Raw Deal Survivor Starter Deck** 61 cards + rules .....\$20.00  
 The very best of the original Raw Deal and Fully Loaded releases combined into the one second edition. Two new Superstar decks.  
**Raw Deal Survivor Starter Deck Display** 12 decks .....\$216.00  
**Raw Deal Survivor Booster Pack** .....\$6.00  
 Booster packs contain rare and ultra-rare cards and even more surprise superstar cards to power your war decks.  
**Raw Deal Survivor Booster Pack Display** 36 packs .....\$192.00

**Raw Deal — It's All About the Game** Limited edition two player game that comes in a metal garbage can. Has 2 x 73 card decks with 6 new cards, one bonus foil tag team belt card. ....\$99.00

**Raw Deal Mania Starter Deck** 61 cards + rules .....\$20.00  
 Superstars Rob Van Dam, Brookier T, Big Show, and the fabulous Lita. Also all-foil ultra rare cards, Spike, Dudley, Rhyno, and the APA.  
**Raw Deal Mania Starter Deck Display** 12 decks .....\$216.00  
**Raw Deal Mania Booster Pack** .....\$5.95  
**Raw Deal Mania Booster Pack Display** 36 packs .....\$192.00

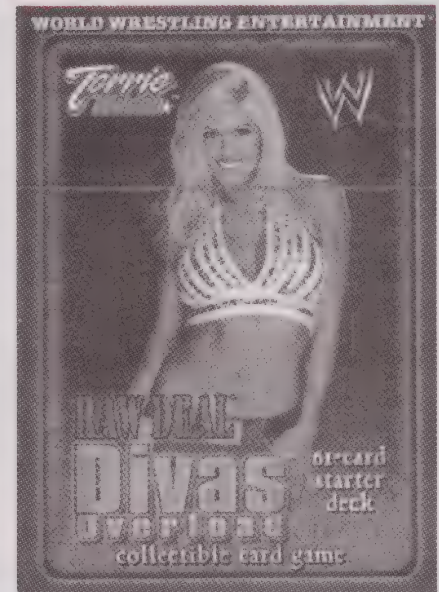
**Raw Deal Summer Slam Starter Deck** 61 cards + rules .....\$20.00  
 4 new pre-constructed starter decks, Hollywood Hulk Hogan, Trish Stratus, Ric Flair, and Hall-n-Nash.  
**Raw Deal Mania Starter Deck Display** 12 decks .....\$216.00  
**Raw Deal Mania Booster Pack** 12 cards .....\$5.95  
**Raw Deal Mania Booster Pack Display** 36 packs .....\$192.00

**Raw Deal Velocity Starter Deck** 61 cards + rules .....\$20.00  
 4 new pre-constructed starter decks, The People's Champ, Shattered Dreams, The Next Big Thing, West Coast Luchadore, It's Time to Play.  
**Raw Deal Velocity Starter Deck Display** 12 decks .....\$216.00  
**Raw Deal Velocity Booster Pack** 12 cards .....\$6.00  
**Raw Deal Velocity Booster Pack Display** 36 packs .....\$192.00

**Raw Deal Survivor 2 Starter Deck** 61 cards + rules .....\$20.00  
 Combines cards from the Raw Deal premiere edition, plus the Fully Loaded, Backlash, Mania, and SummerSlam expansions and combines them into one gut-busting 388-card update series! With 90 all-foil ultra-rare and 100 premium rares, Survivor Series II is chock full of the cards that fans want, including new faces introduced in starter decks showcasing the likes of Edge, Christian, Jeff Hardy, Matt Hardy, and Dude Love, and updated card photos.  
**Raw Deal Survivor 2 Starter Deck Display** 12 decks .....\$216.00  
**Raw Deal Survivor 2 Booster Pack** 12 cards .....\$5.50  
**Raw Deal Survivor 2 Booster Pack Display** 36 packs .....\$178.20

**Raw Deal Insurrection Starter Deck** 61 cards + rules .....\$20.00  
 Has 6 new starter decks, including Big Poppa Pump, The Rattlesnake, Shawn Michaels, The Crippler, Los Guerreros, Team Angle.  
**Raw Deal Insurrection Starter Deck Display** 12 decks .....\$216.00  
**Raw Deal Insurrection Booster Pack** 12 cards .....\$5.50  
**Raw Deal Insurrection Booster Pack Display** 36 packs .....\$178.20

**Raw Deal Divas Overload Starter Deck** 61 cards + rules .....\$15.00  
 Has 6 new starter decks, including Stacy Keibler, Gail Kim & Molly Holly, Sabie, Torrie Wilson, Goldberg and John Cena.  
**Raw Deal Divas Overload Starter Deck Display** 12 decks .....\$162.00  
**Raw Deal Divas Overload Booster Pack** 12 cards .....\$5.00  
**Raw Deal Divas Overload Booster Pack Display** 36 packs .....\$162.00



**Raw Deal — Ruthless Aggression** A limited edition 2 player game. Includes 2 different 77 card decks, one including The Rock, Edge and Hulk Hogan vs Kurt Angle, Undertaker and Brock Lesnar. 6 new foils. ....\$60.00

**Raw Deal — Ultimate Smackdown** A limited edition set with 2 metal card storage boxes, 25 exclusive foil cards, plus 4 new Enforcer cards. ....\$60.00

## ShadowRun Duels

ShadowRun Action Figure Game, by WizKids. Each set contains one character around 14cm tall, with open hands and five separate weapons, gadgets or magical attacks, combat dial base, and game rules.

**ShadowRun Series 1** (6 different figures available) .....\$30.00 each  
 Figures include Street Deacon, Kyushi, Liada, Lotham, Silver Max, G-Dogg.  
**ShadowRun Series 2** (6 different figures available) .....\$30.00 each  
 Figures include Karkov Street Samurai, Wolf New Gang Boss Ogre, Draven — dwarf Urban Warrior, Midnight — female elf covert-ops specialist, Kross, Natokah.



# 28 - Trading Card Games

## Simpsons

In the Simpsons TCG, players attempt to strategically place dozens of fan-favorite Simpsons characters into some of Springfield's most famous (and infamous) locations by bumbling, tripping, outsmarting, or scheming their way to victory! Collect cards from the booster packs to compile a Simpsons-approved Krusty's Hot Dog 'n' Burger restaurant, By Wizard of the Coast **Simpsons Theme Deck** 40 cards and rulebook.....\$15.00 Has 2 each of 4 types: Bart, Lisa, Homer, Mr. Burns  
**Simpsons Theme Display** 8 cards.....\$108.00  
**Simpsons Booster Pack** 11 cards.....\$5.50  
**Simpsons Booster Pack** 36 packs.....\$178.20

## Star Trek Second Edition

**DEC Star Trek Second Edition**  
The new Second Edition core set for the Star Trek CCG! New cards and streamlined gameplay make a perfect entry point for both new players and former players eager to return. In addition, many Second Edition cards are compatible with First Edition gameplay truly the best of both worlds! Includes cards from Star Trek Nemesis movie.  
**Star Trek Second Edition Starter Deck** 63 cards & rules.....\$20.00  
**Star Trek Second Edition Booster Pack** 11 cards.....\$6.00  
**Star Trek Second Edition Booster Display** 30 packs.....\$162.00  
**Star Trek Second Edition Combo Box** 63 cards & rules.....\$273.60  
This combo box contains 24 booster packs and eight starter decks featuring four different factions: Romulan, Klingon, The Next Generation, and Deep Space Nine.

**Star Trek 2nd Ed Call to Arms Starter Deck** 63 cards & rules.....\$18.00  
There are two new decks, *Borg*, which includes the Borg Queen along with the vast hives of drones, and *Domination*, with legions of Jem Hadar & Vorta.  
**Star Trek 2nd Ed Call to Arms Booster Pack** 11 cards.....\$5.50  
**Star Trek 2nd Ed Call to Arms Booster Display** 30 packs.....\$150.00

## Star Wars Attack of the Clones

**WotC Star Wars Attack of the Clones**  
Wizards of the Coast has now taken over the Star Wars CCG. An exciting, new game with new mechanics featuring sleek rules and dice rolling to keep the action high. Introduces vehicle, ship, weapon and character cards.  
**SW Attack of the Clones Starter Deck** 40 cards & rules.....\$8.00  
There are 2 decks, *Light Side*, where you try to maintain the integrity of the Galactic Republic; *Dark Side*, with enough weapons and troops to crush even the most formidable opponent. But can you overcome Jedi strategy?  
**SW Attack of the Clones Starter Display** 12 decks.....\$70.00  
**SW Attack of the Clones Booster Pack** 11 cards.....\$3.00  
**SW Attack of the Clones Booster Display** 36 packs.....\$90.00  
**SW Attack of the Clones 2 Player Starter Deck** 60 cards.....\$13.50  
Contains 60 cards featuring Light and Dark Side elements, a playmat, 6 x D6 Dice, rules, counter sheet. All 2 Player Starters have the same cards.  
**SW Attack of the Clones 2 Player Starter Display** 6 decks.....\$72.90

**Star Wars Attack of the Clones: Sith Rising**  
A new booster expansion for Star Wars Attack of the Clones CCG. Aid the Sith in their rise to power or oppose them in the climactic battle from the movie. Choose your alliances from such as Mace Windu or Dark Maul.  
**Star Wars Sith Rising Booster Pack** 11 cards.....\$3.00  
**Star Wars Sith Rising Booster Display** 36 packs.....\$90.00

**Star Wars: A New Hope**  
Presents such famous characters as Luke, Leia, Obi-Wan, and Darth Vader. The Theme Decks have Dark Side Decks and Light Side Decks.  
**Star Wars A New Hope Theme Deck** 40 cards and rulebook.....\$16.50  
**Star Wars A New Hope Theme Deck Display** 12 decks.....\$178.20  
**Star Wars A New Hope Booster Pack** 11 cards.....\$5.75  
**Star Wars A New Hope Booster Display** 36 packs.....\$186.30

**Star Wars Battle of Yavin**  
This new 105 card set introduces the ability to retaliate immediately after an attack, putting the fate of Yavin 4 into your hands.  
**Star Wars Battle of Yavin Booster Pack** 11 cards.....\$6.00  
**Star Wars Battle of Yavin Booster Display** 36 packs.....\$194.40

**Star Wars Jedi Guardians**  
The 105-card Jedi Guardians expansion to the Star Wars TCG introduces all twelve members of the Jedi Council, a slew of the deadliest servants of the Dark Side, new piloting abilities, two all-new game mechanics that will help players to assemble the Jedi Council or dismantle it!  
**Star Wars Jedi Guardians Booster Pack** 11 cards.....\$5.75  
**Star Wars Jedi Guardians Booster Display** 36 packs.....\$186.30

**Star Wars CCG: Empire Strikes Back**  
A new 210 card set, introduces units with armor, also designed for beginners, teaching how to play and build decks. Has a full color playmat, 2 x 30 card Light Side and Dark Side decks, 6 dice.  
**Empire Strikes Back 2 Player Starter**.....\$16.50  
**Empire Strikes Back 2 Player Starter Display** 6 decks.....\$90.00  
**Empire Strikes Back Booster Pack** 11 cards.....\$5.75  
**Empire Strikes Back Booster Display** 36 packs.....\$186.30

**Star Wars CCG: Rogues and Scoundrels Booster Expansion**  
This 105 card set introduces fearless and inventive characters with the ability to collect a bounty after taking down a target. Hire them to fight on your side.  
**Rogues and Scoundrels Booster Pack** 11 cards.....\$5.75  
**Rogues and Scoundrels Booster Display** 36 packs.....\$186.30

## Tank Vixens

**Pure Tank Vixens Card Game**  
An adults only, 18+ furry girlie card game with graphic adult content. Each game has 106 fixed full color cards (future expansions will increase the mix). Players control teams of these anime style furry girls and try to out pose the other side. Props, costumes, and idiotic events all assist. Shatter the other side's ego and send them home to mama.....\$30.00

## Vampire

**Ancient Hearts Booster Pack** (12 cards).....\$11.00  
**Ancient Hearts Booster Disp** (45 packs).....\$445.50  
Reveals the tragic legacies of the Mediterranean Kindred. The Camarilla, the assassins of Clan Assamite, the Followers of Set.

**Sabbat War Booster Pack** (11 cards).....\$5.25  
**Sabbat War Booster Disp** (396 cards).....\$170.10

**WW Vampire TES: Camarilla**  
Six clans unite to form the most powerful society of vampires in the world, the Camarilla. This is the third edition of the game. A wealth of new cards added to this edition provides all players with the cards they need to compete in the eternal struggle using one of the Camarilla clans. Players are ruthless predators using politics, seduction and violence to secure their place among the Kindred.  
**Camarilla Starter Display** (534 cards, ie, 6 decks).....\$108.00  
**Camarilla Booster Pack** (11 cards).....\$5.50  
**Camarilla Booster Disp** (396 cards).....\$178.20

**WW Vampire TES: Final Nights**  
Ancient vampires awaken. Will they be their clans salvation or their destruction? Four vampire clans stand defiantly apart from the Camarilla and Sabbat — the Giovanni, the Assamites, the Ravnos, and the Setites.  
**Final Nights Preconstructed Starter Deck** 89 cards, rules.....\$17.95  
There are four preconstructed decks. You can state which one you prefer, but if we do not have the one you want in our open display, another will be supplied at random: *Ravnos*, the remnants of the Ravnos, vagabonds and thieves who were nearly destroyed when their sire arose; *Assamite*, devout assassins whose ancestors have awoken to free the clan from its curse; *Giovanni*, necromancers who profit from all sides of vampire conflict; *Followers of Set*, corrupters and deceivers whose secrets lie buried beneath the Egyptian sands.  
**Final Nights Starter Display** (712 cards, ie, 8 decks).....\$129.60  
**Final Nights Booster Pack** (11 cards).....\$4.95  
**Final Nights Booster Disp** (396 cards).....\$162.00

**WW Vampire TES: Bloodlines**  
Introduces over a dozen new vampire bloodlines and their unique powers. The vampire of the bloodlines has any dramatic parts to play in the Jyhad between ancient vampire elders. From the rotting Samedi and the unearthly Kiasyd to the demonic Baali and the inscrutable True Brujah, Bloodlines holds many surprises for you to spring on other gamers. New expansion rules are included in each display, also available online.  
**Bloodlines Booster Pack** (11 cards).....\$4.95  
**Bloodlines Booster Disp** (396 cards).....\$162.00

**WW Vampire TES: Anarchs**  
It is time for revolution! Join the anarchists in Independence from the camarilla and sabbat elders as they return from self-exile.  
**Anarchs Preconstructed Starter Deck** 89 cards, rules.....\$17.95  
Has two each of three different decks, the Gangrel clan — supernatural predators, the Anarch Barons — visionary and ambitious leaders, and the Anarch Gangs — resourceful and itching for a fight.  
**Anarchs Starter Display** (540 cards, ie, 6 decks).....\$96.95  
**Anarchs Booster Pack** (11 cards).....\$4.95  
**Anarchs Booster Disp** (396 cards).....\$162.00

**WW Vampire TES: Black Hand**  
Even a fiend knows fear. On the eve of Gehenna, elder vampires quake at the mention of the Black Hand and its unrivaled assassins. This mysterious Sabbat cult is the vanguard of the sects struggle against the ancient undead. The Black Hand is the latest expansion for Vampire: The Eternal Struggle.  
**Black Hand Preconstructed Starter Deck** 90 cards, rules.....\$18.00  
Contains two each of four different 90-card pre-constructed starter decks: Malkavian, Nosferatu, Toreador, and Tremere.  
**Black Hand Starter Display** (8 decks).....\$115.20  
**Black Hand Booster Pack** (11 cards).....\$4.50  
**Black Hand Booster Disp** (396 cards).....\$145.80

## Warhammer 40,000

**SG Warhammer 40,000 CCG**  
By Sabertooth Games. Players lead armies in an assault on Pandora Prime, a planet housing a terrible secret. Armies from across the galaxy have arrived to take control of the secret using force. The violent Orks, the righteous Space Marines, the crafty Eldar, the vile forces of Chaos. Easy to learn but enough depth to challenge any veteran. Premium cards in some booster packs. There are 5 different types of cards in the game. Units are rate for ability to hold ground, firepower, speed, armor, special abilities, number of dice used, and command rating. You will need a few D6 to play.  
**Warhammer 40,000 Starter Deck** 55 cards and rules.....\$20.00  
There are four types: *Eldar*, *Space Orks*, *Space Marines*, *Chaos*.  
**Warhammer 40,000 Starter Display** 12 decks.....\$216.00  
**Warhammer 40,000 Booster Pack** 12 cards.....\$6.00  
**Warhammer 40,000 Booster Pack Display** 40 packs.....\$216.00

**Warhammer 40,000 Coronis Starter Deck** 55 cards and rules.....\$15.00  
There are two new decks. The valiant Imperial Guard, and the voracious Tyranid swarms. 200 new cards. Also reinforces existing rules.  
**Warhammer 40,000 Coronis Starter Deck Display** 12 decks.....\$160.00  
**Warhammer 40,000 Coronis Booster Pack** 12 cards.....\$4.50  
**Warhammer 40,000 Coronis Booster Pack Display** 40 packs.....\$160.00

**Warhammer 40,000 Delos V Starter Deck** 66 cards, rules, poster.....\$26.00  
There are four new decks. The Dark Eldar, the orks Kull of Speed, Space Wolves, and Tzeentch.  
**Warhammer 40,000 Delos V Starter Deck Display** 12 decks.....\$187.20  
**Warhammer 40,000 Delos V Booster Pack** 12 cards.....\$6.00  
**Warhammer 40,000 Delos V Booster Pack Display** 40 packs.....\$216.00

**Warhammer 40,000 Verdion Starter Deck** 66 cards, 72 page rules.....\$26.00  
This 192 card expansion introduces four new factions for existing armies: Catachan for the Imperium, the Tyranids Hive Fleet Kraken, the insatiable Alistair Eldar and the secretive Dark Angels for the Space Marines. There will also be cards representing the Sisters of Battle which is sure to please many Imperial players. This expansion is set on a jungle planet rich in oil and oil refineries, which is threatened by out of blaze fires started off by warring between the different factions.  
**Warhammer 40,000 Verdion Starter Deck Display** 8 decks.....\$187.20  
**Warhammer 40,000 Verdion Booster Pack** 12 cards.....\$6.00  
**Warhammer 40,000 Verdion Booster Pack Display** 40 packs.....\$216.00

**Warhammer 40,000 Malagrim Starter Deck** 66 cards, 72 page rules.....\$26.00  
The Blood Angels must repel the deadly assault of Ghazghkull! Thraka's vicious *Ork Waagh*, the murdering knives of a *Dark Eldar* Wych cult, and even the Emperor's Children, who have fallen under the implacable will of the chaos god of excess, *Slaanesh*. This is a 179-card expansion set. If we don't have the deck you request in our open display, another will be supplied at random.  
**Warhammer 40,000 Malagrim Starter Display** 8 decks.....\$187.20  
**Warhammer 40,000 Malagrim Booster Pack** 12 cards.....\$6.00  
**Warhammer 40,000 Malagrim Booster Display** 40 packs.....\$216.00

**SG Horus Heresy**  
By Sabertooth Games. A new version of game that is NOT compatible with the previous edition. Set at the origins of the 40K history, when Horus betrayed the Emperor. In this game Horus battles loyalists on Istvaan III.  
**Horus Heresy Starter Deck** 63 cards, rules foldout.....\$23.00  
There are two new decks. Traitors and Loyalists.  
**Horus Heresy Starter Display** 10 decks.....\$207.00  
**Horus Heresy Booster Pack** 10 cards.....\$5.50  
**Horus Heresy Booster Display** 36 packs.....\$178.20

**Horus Heresy Edition 5 Gate Booster Pack** 9 cards.....\$5.00  
Cards for the Space Wolves, Thousand Sons, Sons of Horus, Emperor's Children, World Eaters, Death Guard.  
**Horus Heresy Edition 5 Gate Booster Display** 40 packs.....\$180.00

**Warcry: Warhammer Fantasy CCG**  
By Sabertooth Games, allows players to command vast armies as they struggle for domination across a war-torn world. Deploying troops and utilizing battlefield tactics from their decks, their actions will decide the fate of kingdoms. Players can begin their conquest with either forces of evil (Chaos, Dark Elves, and Orcs & Goblins) or forces of good (Empire, Elves, and Dwarves) and their Starter Decks.  
**Warcry: Warhammer Fantasy Starter Deck** 60 cards and rules.....\$20.00  
Has two Starter Decks: *The Hordes of Darkness*, has Chaos, Dark Elves, Orcs & Goblins, and *The Grand Alliance*, with Empire, High Elves, Dwarfs.  
**Warcry: Warhammer Fantasy Starter Display** 10 decks.....\$180.00  
**Warcry: Warhammer Fantasy Booster Pack** 10 cards.....\$5.50  
**Warcry: Warhammer Fantasy Booster Display** 36 packs.....\$198.00  
**Warcry Expansion: Winds of Magic Booster Pack** 9 cards.....\$5.50  
**Warcry Expansion: Winds of Magic Booster Display** 40 packs.....\$198.00  
9 card booster packs featuring 120 new cards that focus on the magical energies of the Warhammer world.

**Warcry Expansion: Siege of Darkness Booster Pack** 9 cards.....\$5.50  
**Warcry Expansion: Siege of Darkness Booster Display** 40 packs.....\$198.00  
120 new cards bring more power to the Grand Alliance and the Hordes of Darkness allowing for new strategies to come into play, as well as fortifying previous decks. Warhammer Fantasy favorites like the Steam Tank, the Hellblaster Volley Gun, and the Chaos War Mammoth make an appearance.

**Warcry Expansion: Dogs of War Booster Pack** 9 cards.....\$5.50  
**Warcry Expansion: Dogs of War Booster Display** 40 packs.....\$198.00  
With this 120-card expansion for WarCry, neutral mercenaries, playable by both factions, see their introduction into the game. Dogs of War units and characters such as Hellbrat Grimm, al Muktar's Desert Dogs.

**Warcry Deck Boxes** 2 types, Grand Alliance, Hordes of Darkness.....\$18.00

## Yu-Gi-Oh CCG

A Japanese anime style CCG. The game pits different mystical creatures against one another in magical duels on a shifting battlefield filled with traps and magical pitfalls. A card game for two players. There are 20 types of monsters, each with unique kills and fighting styles. Players can use magic, set traps, change the battlefield itself, and even fuse two monsters together. There are two types of Starter Deck in the Unlimited, Yugi and Kaiba.  
**Yu-Gi-Oh Yugi/Kaiba Starter Deck** 50 cards, rules, game mat.....\$20.00  
**Yu-Gi-Oh Yugi/Kaiba Starter Display** 10 decks.....\$180.00  
**Yu-Gi-Oh Blye Eyes Unlimited Booster Pack** 9 cards.....\$7.50  
**Yu-Gi-Oh Blye Eyes Booster Unlimited Display** 24 packs.....\$168.00  
**Yu-Gi-Oh Metal Raiders Unlimited Booster Pack** 9 cards.....\$7.50  
**Yu-Gi-Oh Metal Raiders Unlimited Booster Display** 24 packs.....\$168.00  
**Yu-Gi-Oh Magic Ruler Unlimited Booster Pack** 9 cards.....\$7.50  
**Yu-Gi-Oh Magic Ruler Unlimited Booster Display** 24 packs.....\$168.00  
**Yu-Gi-Oh Pharaoh's Servant 1st Ed Booster Pack** 9 cards.....\$11.00  
**Yu-Gi-Oh Pharaoh's Servant 1st Ed Booster Display** 24 packs.....\$231.00  
**Yu-Gi-Oh Pharaoh's Servant Unl. Booster Pack** 9 cards.....\$7.50  
**Yu-Gi-Oh Pharaoh's Servant Unl. Booster Display** 24 packs.....\$165.00  
**Yu-Gi-Oh Pharaoh's Servant Starter Deck** 50 cards, rules, game mat.....\$25.00  
**Yu-Gi-Oh Joey/Pegasus Starter Display** 10 decks.....\$225.00  
**Yu-Gi-Oh Joey/Pegasus DELUXE Set** Contains 1 Starter Deck, either Joey or Pegasus, 2 Labyrinth Boosters, 50 card sleeves, card box.....\$60.00  
**Yu-Gi-Oh Labyrinth of Nightmare Booster Unl. Pack** 9 cards.....\$7.50  
**Yu-Gi-Oh Labyrinth of Nightmare Booster Display** 36 packs.....\$243.00  
**Yu-Gi-Oh Magician's Force Booster Unl. Pack** 9 cards.....\$7.50  
**Yu-Gi-Oh Magician's Force Booster Display** 36 packs.....\$243.00  
**Yu-Gi-Oh Dark Crisis Booster Display** 24 packs.....\$200.00  
**Yu-Gi-Oh Invasion of Chaos Booster Pack** 9 cards.....\$7.50  
**Yu-Gi-Oh Invasion of Chaos Booster Display** 24 packs.....\$162.00  
**Yu-Gi-Oh Yugi/Kaiba Evolution Starter Deck** 50 cards, rules.....\$25.00  
**Yu-Gi-Oh Yugi/Kaiba Evolution Starter Display** 10 decks.....\$225.00

**Yu-Gi-Oh Collector's Tin** There are six different tin designs. Each has 2 x Blue Eyes Booster Packs, 2 x Metal Raiders Booster Packs, 1 x Magic Ruler Booster Pack, 1 x Exclusive Variant Card.....\$99.99

## Yu Yu Hakusho CCG

**SCO Yu Yu Hakusho Collectible Card Game**  
Enter the supernatural world of Yuske, Kuwabara, Hiei, and the rest of the spirit detective gang in this action-packed CCG. Based on the hit anime series, Yu Yu Hakusho! Featuring innovative game mechanics, unique "Ghost Rare" cards, and exciting tournament subsets, 176-card rules.  
**Yu Yu Hakusho Starter Deck** 40 card deck, Team Pack, rules, mat.....\$22.00  
**Yu Yu Hakusho Starter Display** 10 decks.....\$200.00  
**Yu Yu Hakusho Booster Pack** 10 cards.....\$6.00  
**Yu Yu Hakusho Booster Display** 24 packs.....\$129.60  
**Yu Yu Hakusho Dark Tournament Booster Pack** 10 cards.....\$6.00  
**Yu Yu Hakusho Dark Tournament Booster Display** 24 packs.....\$129.60

## Trading Cards Accessories

**CRFRP J-N8-2U Card Album**.....\$13.20  
High quality card album that fits the Superpro Sheet Card Holders.  
**CRF 9 Pocket Sheet Card Holders (1)**.....\$0.50  
Each sheet fits in the above Collectors Album Ringbinder, and fits 9 cards. The plastic is totally transparent, and protects the cards from any scuffing, etc.

**CRF81100 DECK PROTECTORS Clear, Black**.....\$12.75  
The protectors are only marginally larger than the card, so that card does not float around inside the protector and get scratched - the protectors fit into the pocket album pages; you can use them during game play, and they have no PVC, so they protect the cards while in storage. There are 100 protectors in one deck. There are 10 decks in one display. For a whole display, \$114.75  
**Lotus Flower (Purple) Metallic Deck Protectors** 50 purple sleeves per pack.....\$7.15 each or for a whole display of 15 packs \$96.50  
**Ultra Pro Deck Protector Sleeves** 50 deck protector sleeves per pack, in the following colors: Raven Black, Island Green, Stone Gray, Matrix Green, Tsunami Blue, Brazen Gold, Summer Blue, Lava Red, Powder White, Candy Orange \$9.95 each display of 15 packs \$80.35

**Marble Deck Box Series I** Plastic deck box of two are 3 types, Angel of Vengeance, Mithril Dragon, Dark Djinn. Holds 1207 cards.....\$10.00  
**Marble Life Counters Series I** Plastic card with two spin counters on the back, viewable from the front. Angel of Vengeance and Mithril Dragon.....\$8.80

**Rook Black Endura** Comprised of .22 gauge cold-rolled steel, the Pro-Series Rook Endura is a steel carrying case designed to hold up to four Rook Capsules, 380 sleeved cards, or 480 un-sleeved cards. The nickel-plated drawbolt latch and handle makes it secure and portable.....\$69.00  
**Rook Pro Endura + 4 Capsules Set** As above and containing four Rook Capsules. Comes in Black or Blue.....\$88.00  
**Rook Tournament Endura** As above but designed to hold up to eight Rook Capsules, 650 sleeved cards, or 960 un-sleeved cards. Comes in either White, Grey or Black.....\$88.00

**Rook Deluxe Endura** As above but designed to hold up to sixteen Rook Capsules, 1100 sleeved cards, or 1900 un-sleeved cards. Comes in either White, Grey or Black.....\$110.00  
**Rook Capsule** Designed to hold 80 sleeved cards, the Rook Capsule is the new steel-alloy deck case featuring a precision wire-hinged lid. The Rook Capsule is currently available in eight different colors to satisfy players of all games. \$4.00  
**Rook Embossed Capsule** With increased height, holds 80 sleeved cards, with embossing on all sides. Nocturnal Black, Glacial White, Armada Blue, Velocity Red, Concentric Yellow, Canopy Green, Valiant Purple, Frantic Orange, Relentless Grey.....\$6.00

**Rook Limited Ed Capsule** Designed to hold 80 sleeved cards, the Rook Capsule is the new steel-alloy deck case featuring a precision wire-hinged lid. There are new capsules, each with a unique painting of a fantasy creature or person, by 4 top industry artists.....\$16.50

**CRF Ultra Pro Floppy Card Sleeves (100)**.....\$3.00  
For this ridiculously little price, you get 100 card sized floppy, plastic, transparent sleeves. Each sleeve fits one card, and is a great way to protect your cards while keeping them in a usable format. By Ultra Pro.

**CRF81148 Ultimate Collection 250 Card Plastic Box**.....\$4.30  
At last — back into stock! Made of durable, rigid plastic, this box fits 250 trading cards.

**Scrye CCG Checklist & Price Guide 2nd Ed** Checklists of every single CCG printed in English, along with accurate prices for more than 100,000 cards. Reports on every game expansion, reviews on hundreds of releases, includes Yu-Gi-Oh, Magic, Star Wars, Pokemon, 40K, etc. 690 pages.....\$50.00

**CARD VAULT Inventory and Deck Building**.....Lone Wolf  
The people who brought us Army Builder have released this new computer supplement to help take control of your collectible card game or collectible miniatures game collections and help you to build winning decks. Tracks inventory, trade lists, wants and collection value; fully configurable. Supports Magic: The Gathering, Magic: Heroclix, LoR, Warlord, LSR, 40K, etc. Requires: Pen, Windows 95, CD-ROM.....\$70.00

**Double Sided Tokens** A card of 8 double sided CCG cards, each side with a different creature, eg. you need to make up your own game stats for them.....\$5.50

**Glow in the Dark Skull Bead Counters** A pack of 25 glow in the dark skull beads. Make a necklace with them, or use them as CCG counters.....\$4.00  
**White Skull Bead Counters** A pack of 25 white skull beads. Make a necklace with them, or use them as CCG counters.....\$4.00  
**Black Red-Eye Skull Bead Counters** A pack of 25 black with red eyes skull beads. Make a necklace with them, or use them as CCG counters.....\$4.00



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The latest expansion for Vampire:

The Eternal Struggle brings the dreaded Armageddon of the undead to life in your card game, from simple omens to cataclysmic events. Over 120 new cards include Thin-Blooded characters, advanced versions of key characters, effects of the rise of the Antediluvians and much more. Gehenna-set cards are usable in any VTES game.

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# STARGATE

## SG-1

STARGATE SG-1™ is the ultimate new space strategy board game which allows you all the excitement of the Stargate SG-1 TV series:

- Command a fleet of Stargate SG-1 starships
- Build Stargate bases
- Deploy combat units through Stargates
- Send nuclear weapons through Stargates
- Close Stargates with an Iris to destroy the enemy

(840 plastic starships, stargates and combat units with 50 Stargate SG-1 cards)

**FLEETS™** an exciting new easy-to-learn space strategy board game of galactic conquest that allows 2 to 6 players, ages 10 to adult, to:

- Command a fleet of starships
- Capture star systems
- Attack enemy starships
- Go through wormholes

to Conquer the Universe.

(420 plastic starships and flags included)



**FLEET  
GAMES, INC.™**

Website: [www.fleetgames.com](http://www.fleetgames.com)

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## Magazine Subscriptions

### BATTLEFLEET GOTHIC MAGAZINE

Magazine by GW that caters only to BattleFleet Gothic.

\$13.50 for 3 issues ☐  
\$27.00 for 6 issues ☐

### BLOODBOWL MAGAZINE

Magazine by GW that caters only to Bloodbowl.

\$13.50 for 3 issues ☐  
\$27.00 for 6 issues ☐

### DORK TOWER MAGAZINE/COMIC STRIP

Welcome to Dork Tower. Follow Matt, Igor, Ken and Carson the Muskrat as these geeks play roleplaying games together, and then try to fit into the real world.

\$45.00 for 6 issues ☐  
\$81.00 for 12 issues ☐

**Dork Covenant Collected Dork Tower Vol 1** Compiles the Dork Tower Magazine Issues 1 — 6. **\$35.20**

**Dork Covenant Collected Dork Tower Vol 3** Compiles the Dork Tower Magazine Issues 13 — 17. **\$36.30**

**Understanding Gamers Collected Dork Tower Vol** Compiles Dork Tower 18, the Lord of the Rings special, and previously uncollected comic strips. **\$36.30**

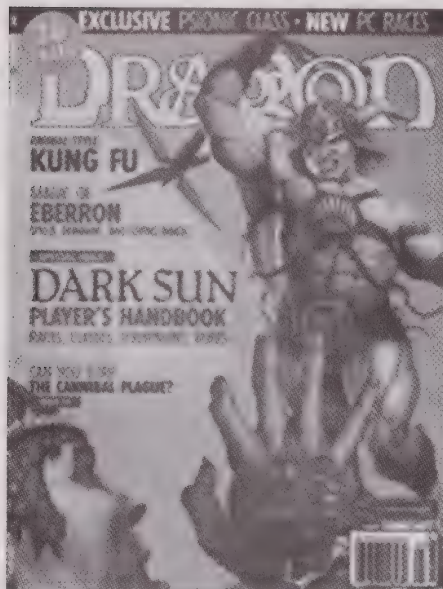
**Collected Dork Tower Vol 6** Compiles the Dork Tower Magazine Issues 19 — 24. **\$30.00**

**Dork Tower Miniatures 6 x 28mm miniatures.** **\$50.00**

### DRAGON MAGAZINE

TSR's popular monthly magazine. The emphasis is on D&D with a veritable treasure chest of articles and adventures.

\$43.50 for 3 issues ☐  
\$82.00 for 6 issues ☐  
\$156.00 for 12 issues ☐



### DUNGEON

Bi-monthly publication specifically dedicated to D&D adventures - with enough danger 'n' loot to satiate the wander-lust of any party. The player's quest for riches, fame & challenges is fulfilled with at least four, moderate to exceptional quality, mini-modules per issue. Every game is complete, with all necessary maps & diagrams included. Some adventures are campaign-specific, set in either the Dark Sun, Forgotten Realms, Ravenloft, or other such realms. Also includes Polyhedron now. Publication regularity is excellent.

\$49.50 for 3 issues ☐  
\$94.00 for 6 issues ☐  
\$178.00 for 12 issues ☐

### KNIGHTS OF THE DINNER TABLE

The comic strip of a GM and his four players. You can also pre-order later issues, or make a subscription to the magazine, if you like.

\$45.00 for 6 issues ☐  
\$81.00 for 12 issues ☐

We also have a number of other Knights of the Dinner Table publications:

**Bundles of Trouble Vol 1** Compiles KOTDT Issues 1 - 3 **\$20.35**

**Bundles of Trouble Vol 2** Compiles KOTDT Issues 4 - 6 **\$20.35**

**Bundles of Trouble Vol 3** Compiles KOTDT Issues 7 - 9 **\$20.35**

**Bundles of Trouble Vol 4** Compiles KOTDT Issues 10 - 12 **\$20.35**

**Bundles of Trouble Vol 5** Compiles KOTDT Issues 13 - 15 **\$20.85**

**Bundles of Trouble Vol 6** Compiles KOTDT Issues 16 - 18 **\$20.85**

**Bundles of Trouble Vol 7** Compiles KOTDT Issues 19 - 21 **\$21.45**

**Bundles of Trouble Vol 8** Compiles KOTDT Issues 22 - 24 **\$21.45**

**Bundles of Trouble Vol 9** Compiles KOTDT Issues 25 - 26 **\$21.45**

**Bundles of Trouble Vol 10** Compiles KOTDT Issues 27 - 29 **\$21.45**

**Tales from the Vault Vol 2** Compiles all the KOTDT strips which appeared in various magazines throughout 1997 and 1998. **\$20.35**

**Tales from the Vault Vol 3** Compiles all the KOTDT strips which appeared in various magazines throughout 1999 and 2000. **\$28.60**

**Tales from the Vault Vol 4** Compiles all the KOTDT strips which appeared in various magazines throughout 1999 and 2000. **\$28.60**

**KODT Black Hands Gaming Society** 6 28mm miniatures. **\$36.30**

**Knights of the Dinner Table** 6 28mm miniatures. **\$36.30**

**KODT Dice D6** with color pictures of KODT characters **\$4.95**

### RIFTER MAGAZINE

By Palladium Books, this is up to 120 pages in length, and contains fiction, adventures, creatures, weapons, and so on, for all of Palladium's games, including Rifts, Palladium Fantasy, Heroes Unlimited, etc.

\$49.50 for 3 issues ☐  
\$89.10 for 6 issues ☐

### SIGNS & PORTENTS

Mongoose Publishing presents Signs & Portents, a dedicated house magazine designed to support their fantasy d20 System lines, as well as showcase other roleplaying games such as Babylon 5, Judge Dredd, Armageddon 2089, and Slaine.

\$40.00 for 3 issues ☐  
\$72.00 for 6 issues ☐

### SCRYE: Collectable Trading Card Game Guide

A high quality 68 page magazine by ILM International, that specifically covers Collectable Trading Card Games. It includes complete rules for new games set to be released, such as X-Files, reviews of new releases, notes from designers, hints on building decks, strategies to use, and best of all, complete listings including price guide for all of the major Trading Card Games, for example, Vampire ES, Middle Earth the Wizards and Dragons, all the Magic the Gathering releases, Net Runner, Star Trek, Star Wars, etc! The large price increase is due to our sourcing it from another distributor, and because of the collapse of the Australian dollar.

\$49.50 for 3 issues ☐  
\$94.05 for 6 issues ☐  
\$178.20 for 12 issues ☐

### STRATEGY & TACTICS

A popular and long standing magazine that contains a complete game in each issue, with around 200 counters and one full color mapsheet. Each magazine includes a wealth of historical articles about military history, as well as an in-depth article about the game's historical background. The rules however, normally tend to be complex. Games stretch from ancient to medieval to WW2 to modern, some being tactical simulations while others are great strategic simulations including several empires.

\$40.00 for 1 issue ☐  
\$114.00 for 3 issues ☐  
\$216.00 for 6 issues ☐  
\$384.00 for 12 issues ☐

### TOWN CRYER MAGAZINE

Magazine by GW that caters only to Mordenheim.

\$27.00 for 3 issues ☐  
\$51.00 for 6 issues ☐

### WARHAMMER MONTHLY

Games Workshop are now producing a comic that features stories from Warhammer 40,000, Epic Warhammer 40,000, Warhammer Fantasy, etc. Issue # 4, for example, starts a new strip about a Sister of Battle, continues the story of a Titan battling a world of orks, continues the story of a ship of Brothermarines, who stumble across a ship graveyard in space.

\$5.50 for 1 issue ☐  
\$29.70 for 6 issues ☐  
\$55.00 for 12 issues ☐

### WARMASTER MAGAZINE

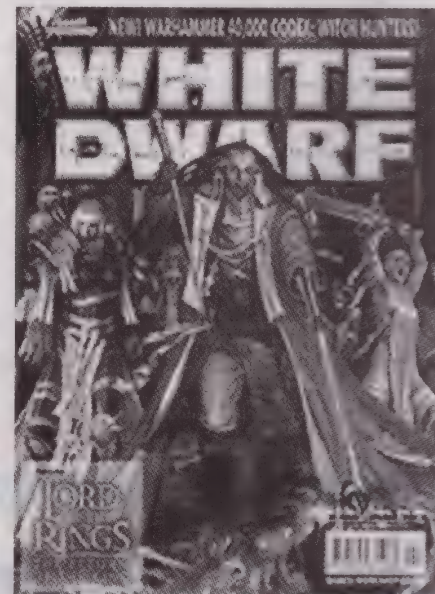
Magazine by GW that caters only to Warmaster.

\$27.00 for 3 issues ☐  
\$51.00 for 6 issues ☐

### WHITE DWARF

White Dwarf magazine is a 100 pages containing news, rules, and battle reports for all the latest releases from Games Workshop and Citadel, with tactics articles, painting and modelling articles, interviews, army features, plus every issue will now contain two sheets of card gaming hardware that you can cut out and use in your games. Wargear cards, data faxes etc are now available in top quality glossy cardboard!

\$8.80 for 1 issue ☐  
\$26.40 for 3 issues ☐  
\$44.00 for 6 issues ☐  
\$88.00 for 12 issues ☐



## Note

When ordering a subscription to new items, such as *New BattleTech Items*, for example, we will charge your credit card for each item *when we send that item to you*. Your credit card will not be charged in advance.



# CRAZY SPECIALS

Please Give Second Choices - As Some Specials Are Only While Stocks Last

## CCGs

### SJG INWO Factory Set

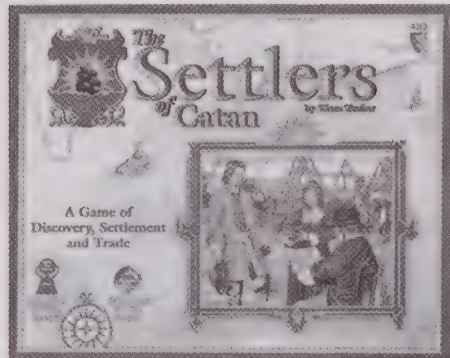
**Crazy Special \$40.00** ..... **Normally \$60.00**  
Includes one each of all 400 common, uncommon and rare INWO cards. It also has 3 of each Illuminati card (the central card you build your power structure around) and blank cards too bringing the total count to 450 cards. So the INWO Factory Set is more than a collector's item. It's a complete, playable game with its own special rules! The backs of the Factory Set cards will be identical to the other INWO card backs, so that Factory Set cards can be played with all other cards. But the faces will have a different graphic design, so that collectors can tell them from the Limited Edition.



## Wargames

### MAY The Settlers of Catan

**Crazy Special \$70.00** ..... **Normally \$92.40**  
This is an extremely popular medieval boardgame. In this game, groups of settlers try to become the dominant group on the remote island of Catan by building settlements and cities across uncharted wilderness. Each player tries to guide their settlers to victory by clever building and trading. Building is based on resources that you gain based on where you build and the roll of the dice. This combination of strategy and luck makes Settlers an excellent game for players of all skills. With 37 geo-morphic hexagons, 120 raw material cards, 36 development cards, 4 colors of game pieces, 18 counters and dice. Thoroughly recommended.



### SJG Munchkin Special

Here we offer the very popular Munchkin plus an expansion. Also available individually.

**Crazy Special \$52.00** ..... **Normally \$82.50**  
**Munchkin** Go down in the dungeon. Kill everything you meet. Backstab your friends and steal their stuff. Grab the treasure and run. Admit it. You love it. This stand-alone card game captures the dungeon experience, with none of that stupid roleplaying stuff. With silly magic powers such as the Boots of Butt-kicking, 168 cards.....**Crazy \$33.00 Normally \$49.50**  
**Munchkin 2 Unnatural Axe** 112 more cards for the game of killing monsters and taking their stuff. New foes like the Hydrant and Tentacle Demon, recruit allies like Shoulder Dragon, new weapons like druid fluid, slug thrower.  
**Crazy \$22.00 Normally \$33.00**

### SJG ILLUMINATI DELUXE

**Crazy Special \$46.00** ..... **Normally \$77.00**  
This new edition non-collectable card game has 106 full-color cards and a revised rulebook. Secret conspiracies are everywhere! Two to six players compete to grab powerful groups and increase their wealth and power. No play is too devious.

### SJG Star Munchkin

**Crazy Special \$33.00** ..... **Normally \$49.50**  
Complete game using the Munchkin rules, with a few new twists. Now the Munchkins are in space, they're mutants, cyborgs, cat people, and using lasers, vibrowords, and fighting bionic bimbos, the fiendish Brain in a Jar, etc. For 2-6 players. 168 full color cards.

### Classic BattleTech Scenario Special

**Crazy Special \$36.00** ..... **Normally \$156.00**  
For this crazy price, we are offering 6 x BattleTech Scenario Books, by FASA. The books are available as a bulk lot only. This is a 77% discount off the retail price! Stocks are limited, we probably can't get anymore when we sell out.

**Day of Heroes** A campaign pack giving scenarios to recreate the battles fought by Alex Carlyle in the March Rebellion, as seen in Blood of Heroes novel. This module also finishes off the novel Blood of Heroes, which ended without resolving the combat situation.

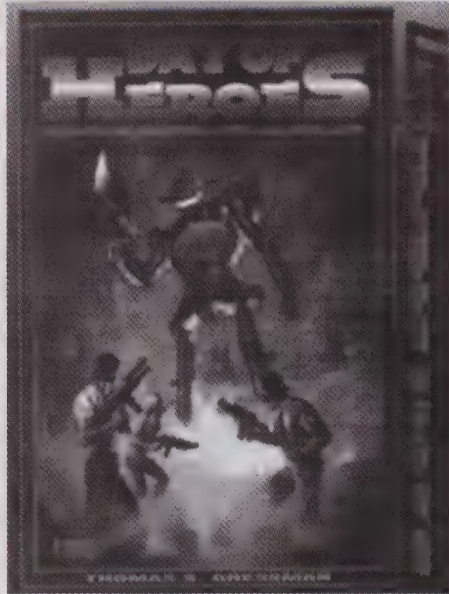
**The Battle of Coventry** A scenario pack that describes the savage conflict between Clan Jade Falcon and defending forces of the Inner Sphere on the planet Coventry. A detailed description of the hard fought battle, along with seventeen scenarios and special campaign rules.

**First Strike** A unique BattleTech game supplement created especially for players new to the game. It features thirteen scenarios that require only the basic game to play. Features battles from the Clan invasion. Includes new armored vehicles and new OmniMech configurations.

**Northwind Highlanders** BattleTech scenario pack re-creating the entire history of this elite mercenary unit, from its earliest engagements in 2366 to its conflicts with Clan Smoke Jaguar. With force rosters, prominent characters, new mechs, etc.

**Operation: Stiletto** At last! A BattleTech campaign that breaks the previous mold. Using an innovative track system, this campaign book lets you take your own unit through a massive campaign across the Shattered Sphere of 3061.

**Operation: Flashpoint** You take your own unit through a linked series of missions set against the backdrop of the brewing Fed-Com civil war.



### Classic BattleTech Sourcebook Special

**Crazy Special \$31.00** ..... **Normally \$136.00**

For this absurd price, we are offering 4 x BattleTech Sourcebooks, by FASA. The books are available as a bulk lot only. This is a 77% discount off the retail price! Stocks are limited, we probably can't get anymore when we sell out.

**The Periphery** Beyond the Inner Sphere lies the vast region of space known as the Periphery. Pirates raid the spaceways as countless kingdoms struggle to maintain their independence. Alone, these kingdoms have little effect on Inner Sphere politics, but together, they are a crucial element in the balance of power. Covers armies, people, worlds, etc.

**The Shattered Sphere** This book is the ultimate guide to the people and places of BattleTech, as seen through the eyes of characters who live there. Offering a brief, comprehensive history of the universe and an in-depth look at events from the Truce of Tukayyid through to early 3062. Has detailed maps showing the current state of the Innersphere and the Clans.

**Inner Sphere** This sourcebook provides information on the five great Houses, Kurita, Davion, Liao, Marik, Steiner, as well as the lesser powers of the Periphery. Also offers general histories of each society, comprehensive maps and a section detailing ten key worlds of the Inner Sphere.

**Jade Falcon** In the year 3050, the defenders of House Steiner were overwhelmed by OmniMechs bearing the Crest of Clan Jade Falcon. This book includes full rosters for the forces that participated in the invasion of the Inner Sphere.

### FFG Thunder's Edge

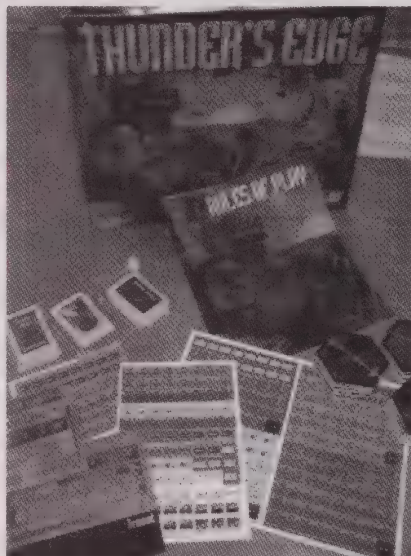
**Crazy Special \$38.00** ..... **Normally \$150.00**

For this special, we'll send you FFG's massive sci-fi game, plus its expansion, at 75% off the retail price! Limited stocks.

### Thunder's Edge Boardgame

In the tradition of Twilight Imperium, this game has a moveable hexagon system that insures that no two games are alike. Tiles and counters are stunning. This is a multiplayer board game of futuristic tactical warfare and struggle for political control, as five factions fight over a wormhole just discovered near an outback mining planet. 39 map tiles, over 100 cards, 288 counters, etc.

**Thunder's Edge Expansion Set #1** Adds new fleet cards, Gryphon and Siege units, five additional factions, 13 map pieces.



## Role Playing Games

### WHT 9717 Demon RPG Special

**Crazy Special \$60.00** ..... **Normally \$208.00**  
Contains Demon: The Fallen RPG, Demon Players Guide, Saviors & Destroyers, Fear to Tread, Demon Mousepad. That is 70% off the retail price! Limited quantities on these, we can't get any more.

**DEMON: THE FALLEN RPG** A complete new roleplaying game from White Wolf, set in the World of Darkness. A storm rages in the spirit world and the gates of hell swing wide. The angels of the abyss are free once more, released from millennia of torment. Do you take up the banner of rebellion once again? The fate of mankind hangs in the balance. Strictly for mature readers only, deals with demon possession, horror, etc.

**Demon Players Guide** New rules, optional powers, tips and guidelines to add new depth to the fallen and their struggles for glory & redemption.

**Demon: Saviors & Destroyers** Details the origins and desperate struggles of the world's demon hunters, who are trying to send them back to hell.

**Demon: Fear to Tread** Three linked or stand alone stories where the players struggle desperately for the future of the city. Only a handful of the fallen have the strength to defy the lords of the Abyss.

### WHT 9720 Orpheus RPG Special

**Crazy Special \$50.00** ..... **Normally \$156.00**

Here are the first three books of a six part ghost story set in the World of Darkness. The Orpheus Assortment includes one each of Orpheus Roleplaying Game, Crusade of Ashes, and Shades of Grey. That is 68% off the retail price. For mature readers only, 18+. Limited quantities on these, we can't get any more.

**ORPHEUS RPG** White Wolf World of Darkness, for mature readers only. Science thinks it has shattered the barrier between life and death, but it has only opened the floodgates. Some secrets should be left dead and buried, because now they won't go back to sleep without a fight! Its called projecting, the ability to separate the soul from the body and interact with ghosts. It is a multi-billion dollar enterprise for companies like the Orpheus Group, which offers its services to public and private interests. Orpheus is a new type of game, a ghost story for ghosts told in a six-book limited series.

**Crusade of Ashes** For mature readers only. Members are running from an adversary who commands spectres and mercenaries with the power of the dead. Also new rules for artifact creation, new dangers, surviving as fugitives.

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An epic modern day campaign for the Call of Cthulhu roleplaying game. By Fantasy Flight Games. Involves a conspiracy, animosity from an ancient god, a hunt from American into the doom that awaits in the East, a horrific journey to the brink of insanity. 75% discount! .....**Crazy \$15.00 Normally \$60.00**

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**GURPS Y2K** Ten popular GURPS authors take a long look at all millennium's end fears and facts, from computer crashes to global warming, from a nuclear apocalypse to the Biblical Apocalypse.

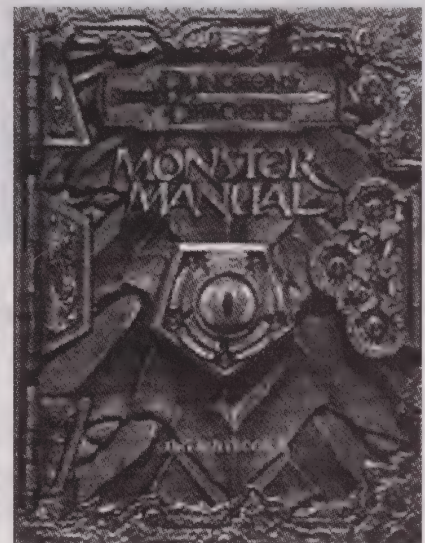
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# 34 - Crazy Specials

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Complete guide to psionics. Provides psionic character classes and prestige classes, psionic skills and feats, a psionic combat system, and a plethora of psionic powers, items and monsters. Hardcover. Limited stocks.

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Captures over 150 monsters, including some of the most diabolical beings imaginable. Focuses on extraplanar and otherworldly creatures, plus others of all types, with challenge ratings ranging from 1/8 to 25. Rules for swarms, grafts, and symbionts also included.



## D&D Unapproachable East

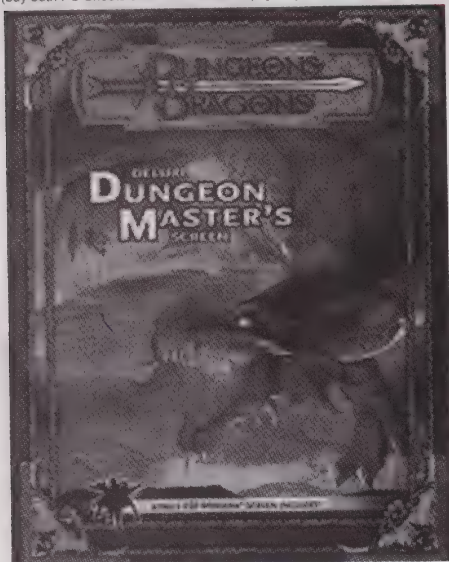
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## D&D Diablo II Diablerie

I know we offered this last catalog, but we have still have some available. Based on the popular computer game Diablo II, this book recreates the Diablo world using the D&D RPG system. All you need is the D&D Players Handbook and this book to play in your favorite computer game world. Has a complete list of weapons and gear, loads of Diablo II spells and magic items, enough monsters for heaps of adventuring, etc.....**Crazy \$3.95 Normally \$37.95**

## BLUE PLANET RPG Special

**Crazy Special \$79.00**.....Normally \$311.30  
For this ridiculous price we are offering the Blue Planet RPG plus 6 BP books by FFG. The books are available as a bulk lot ONLY. That's 75% off retail. These books are discontinued now, so stocks are limited.

**BLUE PLANET PLAYERS GUIDE V2** Contains everything a player needs to survive on the new frontier. Has a detailed future history of the Blue Planet setting; introductions to Poseidon, the GEO, the Incorporate, and the natives; information on the sociopolitical landscape of both Poseidon and the Solar System; the newcomer survival guide; detailed descriptions of personal equipment and biotechnology; complete game rules.

**BLUE PLANET MODERATORS GUIDE V2** Contains information vital to running exciting and effective adventures on the new frontier. Includes regional maps and descriptions detailing the topography and history of the most heavily colonized region on Poseidon - the Pacific Archipelago; key maps and detailed descriptions of more than twenty colonial, incorporate, and native settlements; classified information on incorporate, GEO, and native activities on Poseidon; dossiers on more than a dozen of the planet's most famous and infamous personalities; biological survey data on the planet's wondrous but often-deadly indigenous lifeforms.

**Blue Planet: Fluid Mechanics** Sourcebook on the design and capabilities of computers, cybernetics, robots, weapons, vehicles, etc. Also info on specific equipment, descriptions of new equipment & tech, new rules. Also complete, streamlined rules for vehicle chases and dogfights.

**Blue Planet: First Colony** Sourcebook brings the colonial boomtown, Haven, to life in vivid detail. From crime ridden canals to wealthy corporate arcologies. A place of danger, intrigue, opportunity and prosperity.

**Blue Planet: Frontier Justice** Sourcebook on crime and law enforcement in the world of Blue Planet. Describes criminal activity, major organized crime syndicates; criminal investigation from crime scene analysis to DNA profiling, major law enforcement agencies; 3 adventures.

**Blue Planet: Natural Selection** Sourcebook to run wilderness scenarios. With a wilderness survival guide, adventure hooks, complete descriptions and illustrations of 35 new species of flora and fauna, an exciting adventure scenario that takes characters into the outback.

**Blue Planet: Ancient Echoes** Lets you fully integrate geniflited cetacean characters into your games. Details their biology, psychology, culture, new species such as common dolphins, info on their society, new rules.



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## Computer Games

### HEARTS OF IRON 1936 — 1948.....strategy first

**Crazy Special \$33.00**  
The people who made Universals I & II bring us this grand strategy game of WW2. Control and conquer any country as Fascism, Communism and Democracy clash. Over 10 years of WW2 coverage and hundreds of hours of game play. Unique deep diplomatic model, highly advanced tech research model, thousands of historical leaders and generals, over 100 military units for the strategic military system, scenario editor. IBM Requires: IBM Pen II 300, 64mbRAM, 2mbSVGA.

### FRONTLINE ATTACK War Over Europe.....eidos

**Crazy Special \$33.00**  
Real-time WW2 war in Europe. Control Allied, German or Russian forces from France, Italy to Russia and Germany itself. Great 3D maps, different seasons, night and day occur during missions, 15 extra missions to play in skirmish mode, create your own missions, infiltrate buildings and abandoned vehicles. IBM Pen 3, 172mbRAM, 10mbCD



### SQUAD LEADER Avalon Hill s.....Microprose

**Crazy Special \$6.00**  
Avalon Hill's Squad Leader lets you experience real front-line military command. Has easy to follow boot camp style tutorials, three historical campaigns—Normandy, Bulge and Arnhem; each campaign includes ten missions and assorted random operations; upgradeable squad strength—300 soldier biographies with individual storylines and options—they even get their own mail, which you can read! Control US, British or German soldiers. IBM Requires: Pen II 233, 32mbRAM, 2mbSVGA.



### DEUS EX.....Eidos

**Crazy Special \$10.00**  
It is a new millennium and civilization is near collapse in this first person shooter. An ancient conspiracy bent on world domination has emerged, but no one but you believes they exist. A globe hopping, epic adventure. From New York to Paris, to Hong Kong. Total character interaction—your relationship with other characters affects the outcome of the game. IBM Requires: Pen 300, 64mbRAM.

### DESPERADOS.....Infogrames

**Crazy Special \$6.00**  
Set in New Mexico 1881, this is a 3D roleplaying strategy game. Has 25 levels, 21 elaborate cinematic scenes in a brilliant plot, 6 tutorial levels, choice of six heroes, 50 enemies and civilian characters, use all the classic Wild West weapons and explosives to overcome enemies. Scenarios include infiltrating an enemy fortress, rescuing a team member, escaping an ambush. IBM Pen II 233, 64mbRAM, 4mbSVGA.

### PANZER GENERAL - 3D Scorched Earth.....SSI

**Crazy Special \$7.50**  
Transports you to the bitter, brutal fighting that is the Eastern Front. Battle your way to Berlin as the Soviet Commander or march to Moscow as the Panzer General. The battle generator creates random battles using American, British, German or Russian forces. Improved 3D effects generate fog, rain and snow. IBM Requires: Pen II 266, 32mbRAM, 4spCD-ROM, 8mb 3D video card.



### ADMIRAL Sea Battles.....MMC

**Crazy Special \$10.00**  
Lead campaigns to rid the seas of pirates and reclaim lost lands. Build forts, arm ships, play against the computer or a friend, 11 different sailing vessels from fast galleys to huge triple-decked battleships. Destroy or board enemy warships, decimate forts and ports. IBM Requires: 486 66, 8mbRAM.



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▲ **EARLY PRODUCTION**  
Führer-Grenadier-Brigade, East Prussia  
December 1944



▲ **LATE PRODUCTION**  
sPzJgAbt 560, Ardennes, 1944



▲ **FINAL PRODUCTION**  
sPzJgAbt 654, Alsace, November 1944



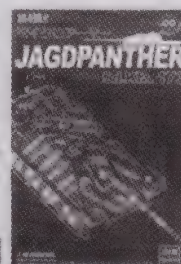
▲ **EARLY PRODUCTION**  
sPzJgAbt 559 "Camo Scheme"  
Autumn 1944



▲ **LATE PRODUCTION**  
Panzer-Lehr-Division, Hungary  
Spring 1945



▲ **FINAL PRODUCTION**  
"Late Camo Scheme", Spring 1945



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## JAGDPANTHER

★ **SPECIAL**

Pz.Beob.Wg V, Ausf. G



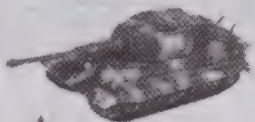
▲ **HENSCHEL TURRET**  
sPzAbt 505, Late 1944



▲ **PORSCHE TURRET**  
3.sPzAbt 503, France 1944



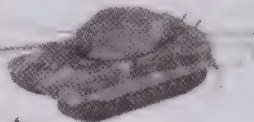
▲ **HENSCHEL LATE TURRET**  
sPzAbt 507, Germany, April 1945



▲ **HENSCHEL TURRET**  
sSSPzAbt 501, Kampfgruppe Peiper  
Dec 1944



▲ **PORSCHE TURRET**  
sPzAbt "Feldherrnhalle", Winter  
1944/45



▲ **HENSCHEL LATE TURRET**  
sPzAbt 511, March 1945



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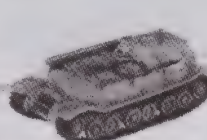
## KINGTIGER

★ **SPECIAL**sSSPzAbt 501 King Tiger with  
3rd Fallschirmjäger Div.  
Battle of the Bulge

▲ 1. Kompanie, sPzJgAbt 653, Italy 1944



▲ 2. Kompanie, sPzJgAbt 653, Kursk 1943



▲ **BERGE-ELEFANT**  
2. Kompanie, sPzJgAbt 653, Russia 1944



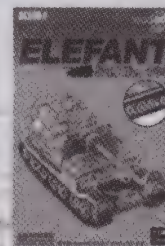
▲ 3. Kompanie, sPzJgAbt 653, Russia 1944



▲ **"FERDINAND"**  
sPzJgAbt 654, Kursk 1943

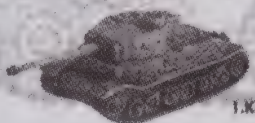


▲ **BERGEPANZER TIGER (P)**  
1. Kompanie, sPzJgAbt 653, Italy 1944



20021

## ELEFANT

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1. Kompanie, sPzJgAbt 653, Italy 1944



# Computer Games

## Color Code

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- New Item Not Yet Released

## Pre World War II

**ACES OF WORLD WAR I** Lemon  
WWI dogfighting with various levels of difficulty, several great air battles, more than 40 different missions, weather, more than 1000km of field action, ground targets defended by AA guns, multiplayer, spectacular effects. *IBM Pen II 400, 64mbRAM. IBM - \$50.00*

**ACROPOLIS** Impressions  
Build and rule Ancient Greece. 65 unique episodes challenge you to complete epic quests, based on actual ancient Greek economy, industry and mythology, thousands of talking citizens, heroes, monsters, even gods. Go beyond your city with world trade, build armies and fleets to battle neighbors, rule Atlantis, create your own adventures with the Adventure Editor. *IBM Pen 166, 32mbRAM, 2mbSVGA. IBM - \$33.00*

**ADMIRAL SEA BATTLES** MegaMedia  
Classic game of Napoleonic period sea battles. Try to rid the seas of pirates' built forts, arm ships, 11 different ships. Fire boardsides, board ships, etc. *Pen I. IBM - \$10.00*

**AGE OF SAIL II: Privateers & Bounty** Talonsoft  
Portraying real-time naval warfare with a 3-dimensional, realistic sailing and combat model, it accurately illustrates the mighty fighting ships from 1775 to 1820. *IBM Requires: Pen 200, 32mbRAM, 4spCD-ROM, 3Daccelerator. IBM - \$50.00*

**AIDE DE CAMP #2** HPS  
Any and all hex-based wargames can be entered and played on your personal computer using this wargames assistant program. You create the unit symbols and terrain graphics, including the colors you want, you make and edit the map, you determine how combat and movement operates. Note: you must own the boardgame you are recreating, because this game has only simple movement and combat - with special combat or movement results, you will need to consult the boardgame rules and tell this game what to do. Please note: this product is quite complicated to use. *IBM Requires: SVGA, CD-ROM, hard disk, 486+. IBM - \$98.50*

**American Conquest** cdv  
An epic real-time strategy game set in the Americas, from 1492 to 1813. Eight historical campaigns, 42 missions, up to 16,000 soldiers battle in stunning 3D landscapes. Includes 12 nations such as Spain, England, France, Aztecs, Mayas, Huron, USA, 106 buildings, 100 units, artillery, huge maps. *IBM Pen 450, 64mbRAM. IBM - \$71.00*  
**American Conquest Fight Back** A stand-alone expansion pack. From 1517 - 1804, has 10 Battlefield missions, 5 new nations, Germany, Russian, Portugal, Netherlands, Haida; 26 missions in 8 campaigns, 50 new units, etc. *Pen 450, 64mbRAM. IBM - \$60.00*

**AUSTERLITZ Napoleon's Greatest Victory** Shrapnel  
A stunning real-time strategy game based on Sid Meiers' Gettysburg. Features the French, Austrian and Russian armies, thoroughly researched historical data and Order of Battles, 25 scenarios, ability to randomly generate battles, improved soldier animations, historical landmarks, multiplayer via LAN or network for up to 8 players, new command and control system. *IBM Pen II 266, 64mbRAM, Windows 95. IBM - \$59.00*

**CAESAR III (Best Seller Series)** Impressions  
As a provincial governor charged with spreading the glory of Rome, your mission is clear: build cities, foster trade and industry, and make money. Make a career out of pleasing the emperor, battle barbarians and repel the Carthaginians. *IBM Requires: Pen 90, 16mbRAM, Windows 95, 4spCD-ROM, SVGA. IBM - \$26.50*

**CAMPAIGN 1776** HPS  
CD-case. In the late 1700s, the thirteen British colonies in America decided to do something incredible - declare their independence from their King and country. The resulting struggle would pit the most powerful country in the world against this rebellion. A grand tactical game of battles, with either true-wargame counters or 3D pieces on a hexagonal map. *IBM Requires: Pen 200, 32mb RAM, Windows 95. IBM - \$82.50*

**Castles & Catapults** Infogrames  
Grab valuable units to replenish your attacking armies or bolster castle defenses; command wizards, knights and even a dragon through an entire medieval campaign; assault enemy castles with catapults, rams, etc. *IBM Pen 600, 128mbRAM. IBM - \$55.00*

**CIVILIZATION III Gold** Infogrames  
Match wits against the greatest leaders of the world in an all-out quest to build the ultimate empire and rule the world. *IBM Requires: Pen II 400, 64mbRAM, 16bitSVGA. IBM - \$55.00*

**CIVIL WAR BATTLES Campaign Corinth** HPS  
Depicts the Mississippi river of the vast Confederate offensive in the Fall of 1862 that culminated in the battle of Corinth. Defending Federal garrisons in Mississippi and West Tennessee are Federal Generals Ulysses S. Grant and William S. Rosecrans. The heart of the game is the campaign. At each stage, players choose from 2-4 tactical decisions that will result in a tactical battle to be played out on an expansive map, providing room for maneuver. The campaign is non-linear, with both offensive and defensive operational options available to each side. 197 scenarios. Tactical battles have a wonderful 3D view of units. *IBM Requires: Pen 133, 32mbRAM, Windows 95. IBM - \$82.50*

**CIVIL WAR BATTLES Ozark Campaign** HPS  
Covers 1861 Missouri Campaign, 1862 Pea Ridge Campaign, 1862 Fall Campaign. Tactical battles have a wonderful 3D view of units. *Pen 200, 32mbRAM. IBM - \$69.00*

**COLONIZATION Sid Meier's** Microprose  
The classic game of colonizing the New World with all its peril, promise and infinite possibility. Discover, explore, and colonize vast territories; play as France, England, Dutch or Spain. Balance economic, political and military strategy. Also has a random map generator. In a CD-Case. *IBM 386, 4mbRAM. IBM - \$23.10*

**CUTHROATS** Eidos  
Reprint of a classic. Raid, pillage and plunder your way to infamy on the bounty-laden seas of the 17th century Caribbean. Capture ships, ravage towns, start with a small trading vessel and work up to a war galleon. Over 70 ports, a thousand different ships sailing around the coast, 300 different governors. *IBM Pen 166, 32mbRAM. IBM - \$20.00*

**EMPEROR Rise of the Middle Kingdom** Impressions  
A stunning civilization building game. Start with a plot of land by the Yangze, help your people thrive, discover new technologies, sex taxes, control trade, raise huge armies, invade other cities. Can you build the Great Wall? Even take your city online, where you can play up to eight players. 25% more detail than previous similar games, each citizen has a personality, and is smart enough to make your life easier. *IBM Pen II 400, 64mbRAM, 4mbSVGA, 4spCD-ROM. IBM - \$92.50*

**Empire Earth: Gold Edition** Contains Empire Earth plus the Art of Conquest Expansion. *Pen 350, 64mbRAM, 4mb3D. IBM - \$95.00*

**EUROPA UNIVERSALS 1492 - 1792** paradox  
A stunning historical strategy game simulating all aspects of world history from 1492 - 1792. Each player takes the role of one of the major nations of the era, controlling diplomacy, economy, warfare, exploration and colonization. 90 different nations potentially player controlled, powerful human-like AI, 11 scenarios including a grand campaign spanning 300 years, 500 historical missions and a random mission generator. 200 historical events, 800 name provinces, 100 named rivers, although real-time, it can be paused at any time, up to 8 players via LAN or internet. *IBM Requires: Pen 200, 2mbSVGA, 64mbRAM, 2spCD-ROM, Windows 95. IBM - \$25.00*

**EUROPA UNIVERSALS Crown of the North** paradox  
Takes place between 1275 and 1340 where church and nobility hold all the power. Play as Sweden, Norway or Denmark. Treacherous political intrigue, develop economy, politics and military power. Don't upset the church, nobles, peasants or merchants! Play through LAN or internet. (Also includes Europa Universals II with 3 new campaigns, eg Independent Europe, Vinland, Alternate Campaign.) *Pen II 266, 64mbRAM. IBM - \$68.00*

**GODS and GENERALS American Civil War** Activision  
A first person shooter that puts you in six famous American Civil War battles: Chancellorsville, Rebel Yell, The Wilderness, Fredericksburg, Bull Run, Jackson's Stand. Missions include recon, sharpshooting, hand to hand combat, raids, and company commander. Includes footage from the film. *IBM Pen 500, 128mbRAM, 32mb3D. IBM - \$49.50*

**GREAT EMPIRES COLLECTION** Sierra  
Has three great games in one collection: Pharaoh, where you construct cities and wonders in Ancient Egypt; Cleopatra, an expansion for Pharaoh, where you play as the Queen of the Nile, in the days of Julius Caesar; and Caesar III, where you build Rome and its impressive wonders and architecture. *IBM Pen 133, 32mbRAM. IBM - \$97.50*

**HIGHLAND WARRIORS** Data Becker  
Real-time strategy of 600 years of Scottish history, starting in 843 AD, including William Wallace and Robert the Bruce. Features heroes, real-time weather, full zoom capability, 4 historical campaigns with 30 missions, etc. *IBM Pen 3 800, 128mbRAM. IBM - \$110.00*

**HORSE & MUSKET** SG  
Unboxed, Covers the entire 18th century of warfare. Your struggles will come on the battlefield as you try to adapt to the style of warfare as practiced by the Duke of Marlborough, Maurice de Saxe and George Washington. The game is played on a leader by leader basis, where initiative shifts from one player to another over the course of a single turn. *IBM Requires: 486/66, 16mbRAM, SVGA. IBM - \$110.00*

**IMPERIALISM II** SSI  
Reprint of a classic. Exploit the New World to amass riches and enough power to dominate Europe's political landscape. 40 military and civilian units, use diplomacy, spies, military. *IBM Pen 100, 16mbRAM. IBM - \$10.00*

**Jutland** HPS  
A WW1 real time naval tactical game which models individual ships and capabilities. 12 scenarios, fog of war, armor belts, mines, smoke laying effects, single person against computer or multiplayer via LAN, scenario editor. *IBM Pen 200, Windows 98+ 32mbRAM. IBM - \$82.50*

**LA GRANDE ARMEE AT AUSTERLITZ** matrix games  
You play Napoleon or Austria. No more hexes, just a precise co-ordinate system allowing accurate movement on a seamless battlefield. Losses take into account terrain, the soldiers' position, orientation and organization; three levels of AI, fight in summer sunshine, autumn rains or foggy winter weather. You can play either 20 or with stunning 3d view of soldiers arrayed in 3D formations. *IBM Requires: Windows 95, Pen II 500, 64mbRAM, 4mbSVGA, 8spCD-ROM. IBM - \$99.00*

**LEGION GOLD** StrategyFirst  
Contains the Legion computer game, plus all new Gold features - three new campaigns with new races, units, and even a fantasy setting. Improved strategy and tactical elements, improved diplomacy and economy. 3 levels of difficulty to provide a challenge to all gamers. *Pen 233, 64mbRAM, 2mbSVGA, CD-ROM. IBM - \$82.50*  
**Legions of War** The Legion computer game system, this time set in the Biblical Christ era. Egyptians, Babylonians, Assyrians. 58 nations on a huge map covering the whole of the Middle East, 164 cities, 80 towns, advances in technology, 30 troop types, barbarian tribes, trade, diplomats. *Pen 300, 64mbRAM, 4mbSVGA. IBM - \$82.50*

**MEDIEVAL - TOTAL War Gold** Activision  
A medieval version of Shogun Total War. Wage epic 3D battles. Command more than 10,000 troops across more than 400 battlefields from the lush grasslands of Western Europe to the deserts of North Africa. Includes Viking Invasion. *IBM Requires: 16mbSVGA with 3Daccel, Pen II 350, 128mbRAM, 4spCD-ROM. IBM - \$60.00*  
**Shogun - Total War** The original version of the game set in 1542 Japan, plus the expansion that adds the Mongol invasion in the 13th century. *IBM - \$44.00*

**NAPOLEONIC BATTLES: Campaign Eckmuhl** HPS  
In 1809 the Austrian rulers sought revenge for their defeat by Napoleon in 1805. Led by the archduke Charles, they invaded Bavaria in an attempt to destroy the scattered Army of Germany. Can Napoleon arrive in time to unite his men or will his army be defeated in detail? *IBM Requires: Pen 133, 32mbRAM, Windows 95. IBM - \$82.50*

**NAPOLEONIC BATTLES: Napoleon's Russian Campaign** HPS  
Covers Napoleon's complete campaign in Russia, from the first battles through Borodino and the retreat of the Grand Army. Over 20 maps and over 100 scenarios. Also included is a campaign game which allows the player to conduct the complete Russian campaign. Can be played in 2D or 3D mode. *IBM Requires: Pen 133, 32mbRAM, Windows 95. IBM - \$80.00*

**NAPOLEONIC BATTLES: Campaign Wagram** HPS  
Napoleon is ready to gain final victory over the Austrians. The resulting battle at Wagram was one of the largest battles of that time. Over 120 scenarios, scenario editor, play against computer, hot-seat, or multiplayer over LAN or internet; 2D or 3D maps, includes battle of Aspern-Essling too. *IBM Pen 200, 32mbRAM, Win 95. IBM - \$82.50*

**Pax Romana** Dream Catcher  
Two game modes, strategic or political. Set in 272 BC, a huge map with 100 nations, 500 regions, 4 levels of difficulty, real time or tactical, opposing senators, go on war or play 500 or multiplayer. *IBM Pen II 500, 128mbRAM, 32mb3Dcard. IBM - \$93.50*

**PATRICIAN II Quest for Power** StrategyFirst  
A simulation trading simulation featuring elements of construction and the historical background of maritime trade during the 1300s. With trade, economics, sea battles and diplomacy; a number of game modes and objectives; single missions, life-long campaigns, beautiful, historical graphics; realistic simulation of a complex world with production, transport, trade, consumption. *IBM Pen II 233, 32mbRAM. IBM - \$90.00*

**Pharaoh with Cleopatra Expansion** Sierra  
Build a kingdom in ancient Egypt in this stunning strategy city building game. Includes the Cleopatra Expansion. *IBM Requires: Pen 133, 32mbRAM. IBM - \$20.00*

**PORT ROYALE Gold, Power and Pirates** SAL  
Become a buccannier by order of the government. Plunder and seize the towns of your enemies. Amass a commanding fleet and you could even strike the pirates first. During the naval battles, all the ships, damage, smoke and blazing fires are displayed in stunningly realistic 3D. 60 towns, 20 ship battles. *Pen 450, 64mbRAM, 16mb3D. IBM - \$66.00*

**PRAETORIANS** Eidos  
An epic real-time strategy game set at the rise of the Roman Empire and Julius Caesar's drive to extend its borders. Travel through 24 missions across desert battlefields of Egypt, frozen barbarian landscapes, and finally into the heart of Italy. *IBM Pen II 500, 256mbRAM, 16mb3Dcard. IBM - \$55.00*

**RED ACE SQUADRON** global star  
A WW1 flight simulator with 8 flyable aircraft from 1917, four from each side of the conflict. Fly heavy bombers, scout missions, 20 missions. *IBM Pen 233, 32mbRAM. IBM - \$49.50*

**RISE OF NATIONS** Microsoft  
Master 6,000 years of human history, with multiple victory conditions such as military or diplomatic. 6 tutorials, play on a real map of the world, take over one territory at a time, 50 technologies, 8 epochs, 3 levels of zoom, 18 unique nations, multiplayer over internet or LAN. *IBM Pen II 500, 128mbRAM, 16mb3Dcard. IBM - \$90.00*

**THE ENTENTE BATTLEFIELDS WWI** redant  
Amazing authentic (real-time?) strategy game of WW1, 1914 - 1918, based heavily on real events. You can play as either Russia, France, Germany, Austria or Britain. Has five historical campaigns, impressive 3D landscapes, up to 10,000 units per side, play battle, non-linear mission structure. *IBM Pen 166, 128mbRAM. IBM - \$50.00*

**THE FRENCH AND INDIAN WAR** HPS  
The French & Indian War was the North American part of a much larger war, the Seven Years War. 180 scenarios cover 29 battles, 2D or 3D modes, an extended campaign game, single or multiplayer. *IBM Pen 200+, 32mbRAM. IBM - \$80.00*

**THE WAR OF 1812** HPS  
In 1812, the young United States started a war with Britain and her Indian allies in North America. They wanted British and Indian lands, but the attempted conquest of Canada and the Indian nations saw two years of bloody war marked by blunder which ended in virtual stalemate. Features beautiful graphics, option to have traditional counters or 3D units. Relight the Allied invasion of France. *IBM Requires: Pen 133, 32mbRAM. IBM - \$82.50*

**Tsushima** HPS  
A WW1 fleet tactical game which models individual ships and capabilities. The Russian Baltic Fleet gives battle with the Japanese forces under Admiral Togo in the Tsushima Strait. Has 11 scenarios, single person against computer or multiplayer via LAN. *IBM Pen 200, Windows 98+, 32mbRAM. IBM - \$82.50*

**TWO THRONES** paradox  
Set between 1337 and 1490 while England and France go head to head. Supports multiplayer, play as one of several factions, survive medieval politics, develop an economic, political and military powerhouse, but don't alienate the church, nobility, peasants or merchants. Raise armies. *IBM Pen 450, 128mbRAM. IBM - \$70.00*

**VICTORIA An Empire Under the Sun** Auran  
Similar to Europa Universals. Covers 1836 - 1920, where you guide your nation through one hundred years of history. Take sides in the US Civil War, crush the Zulus, fight the Crimean War, full economic systems, build ironclads, fight through WWI, full scenario editor, complete multiplayer support. *Pen III 450, 128mbRAM. IBM - \$65.00*

**WATERLOO Napoleon's Last Battle** StrategyFirst  
Based on Sid Meier's Gettysburg engine. Features exhaustively researched historical data and army Order of Battles; over 60 different uniforms including the Old and Young Guard, hussars, dragoons, cuirassiers, historical landmarks such as Hougoumont, La Haye Sainte, Plancenoit Church; over 25 historical and what-if scenarios, design your own random battles. *IBM Requires: Pen II 266, 64mbRAM, Windows 95. IBM - \$90.00*

**WAR AGE OF IMPERIALISM** EagleGames  
The popular boardgame turned faithfully into a computer game. Set from 1630 - 1900, it is a game of empire building, exploration, economic expansion, technology, diplomacy, and tactical battles. New features include Nih & Sh America, play against the computer or up to 7 humans. *IBM Pen 500, 128mbRAM. IBM - \$100.00*

**WAR AND PEACE 1796 - 1815** Microdis  
Lead your nation through realistic historical situations, controlling internal policies, scientific development, war and diplomacy. Shows the whole world modelled in 3D, infantry, artillery, cavalry and naval. 6 player nations and 30 neutral nations that defend their interests, formations, historical characters, etc. *IBM Pen IV 800, 128mbRAM. IBM - \$55.00*

## World War II

**ADVANCE OF THE REICH Squad Battles** hps  
Tactical level simulation of the fighting during 1941 in Russia. Players typically control several squad sized elements and possibly several vehicles in each scenario. Includes German, SS, Russian, Guards, Italian, Romanian, Militia, and Russian Naval soldiers and a very complete vehicle and weapon database from the 1941 to 1942 time period on the Eastern Front. *Pen 200, 32mbRAM. IBM - \$69.00*

**ANOTHER WAR** Mirage  
Team based WW2 game in which the main character tries to rescue his friend, with the war raging in the background. With lots of dialogue, intrigue, and detail. Challenging puzzles, brilliantly constructed combat, 3 hero classes, 120 weapons, 500 opponents, 30 randomly generated areas. *IBM Pen 300, 64mbRAM, 8mb graphics. IBM - \$50.00*

**B-17 Flying Fortress: The Mighty 8th** Microprose  
Fly the bomber and become an expert at all ten B-17 crew positions. Or be an escort fighter pilot in a P-38, P-51 or P-47. Or take on the role of the Luftwaffe and fly a Bf109, FW190 or Me262, and try to shoot down the B-17s and their escorts. Fantastic graphics. *IBM Requires: Pen II 300, 128mbRAM, 3dfx Voodoo2, 8spCD-ROM. IBM - \$33.00*

**BATTLEFIELD 1942 Reload pack** EA Games  
A stunning new explosive online 3D shooter. Wage war with up to 64 players. Fight your way to victory in the most intense battles of WW2. Choose your weapon and then jump into a raging firefight. You can climb into tanks to control its weapons, onto aircraft carriers, fire bazookas and 20 authentic weapons, command over 35 vehicles. Combat in 4 theatres, South Pacific, North Africa, Eastern and Western Europe. Can be played single player with bots. Includes The Road to Rome Expansion. *IBM Requires: Pen II 500, 128mbRAM, 32mb3Dcard. IBM - \$92.50*  
**Battlefield 1942 Expansion Pack: Secret Weapons of WWII** Many of these experimental weapons never saw combat: German man rocket pack, guided rockets, eight new secret battles, auto 5 shotgun, throwing knives, secret forces. *IBM - \$51.00*

**BATTLE OF BRITAIN. Rowan's** Talonsoft  
Set in 1940, fly five authentic aircraft including Spitfire, Me 109 and Stuka. Man bomber gun positions, great ground detail, direct the RAF, etc. *IBM Pen 400. IBM - \$10.00*

**BLITZKRIEG** cdv  
A stunning WW2 real-time strategy with over 200 authentic 3D fighting units, 40 infantry types, and 8 nations. Command Allied, German or Soviet forces in 3 campaigns with 23 historical battles, and unlimited random missions. Includes trains, coastal artillery, armies improved with experience, all landscape objects are destructible, enemy equipment can be stolen and used, use engineers. *IBM Pen II 366, 64mbRAM, 8mb3Dcard. IBM - \$95.00*

**CLOSE COMBAT IV Battle of the Bulge** Microsoft  
Real-time, accurate World War II strategy game that puts you in command of either the Allied or Axis forces during the epic Battle of the Bulge in 1944. Has sneak attacks, spies, saboteurs. *Pen 200, 32mbRAM, 4spCD-ROM, 4mbSVGA, Windows 95. IBM - \$20.00*

**CLOSE COMBAT Invasion: Normandy** SSI  
Re-live the campaign that gave the Allies a foothold on the doorstep of Fortress Europe, from Utah Beach to Cherbourg. Assign limited support assets like air strikes, mortar and naval gunfire; campaign movement allows movement of multiple battlegroups on a strategic map. Over 300 units. *IBM Requires: Pen 200, 32mbRAM, 4spCD-ROM, 4mbSVGA, Windows 95. DVD case. IBM - \$20.00*

**Combat Command 2 Desert Rats** Shrapnel  
Unboxed. Campaign scale gaming system that allows players to conduct WW2 era operations. Each scenario is more distinct in a several day battle. Focuses on the North African Theatre of WW2. Also has a scenario editor. *IBM Pen 2 266 IBM - \$77.00*

**Combat Flight Simulator 3 WWII Battle for Europe** Microsoft  
With a brand new graphics engine, highly detailed ground attack targets and countryside, enhanced weather graphics, the rule of the air. 16 authentic WW2 aircraft including earliest jets, man the bombardier or gunner position, battle in thrilling multiplayer; experience stunningly accurate 3D cockpit detail. *IBM Pen II 400, 16mb3Dcard, 128mbRAM. IBM - \$108.00*

**Combat Medic Special Ops** Legacy  
Pack the right medical equipment for the mission, shoot any enemy in the way, drag your own wounded to safety, call for medevac, and treat the wounded to keep them alive. 3D views for patient treatment and navigation, 10 missions, 45 different types of injuries, three difficulties of play. *IBM Pen II, 128mbRAM. IBM - \$52.80*

**Combat Mission Beyond Overlord Special Ed** cdv  
A turn-based hybrid 3D simulation of WW2 tactical warfare on the Western Front from Normandy to Germany in 1945. You can play as either side. Mixture of turn-based and real-time action. Has 50 scenarios. *IBM Pen I 166, 64mbRAM, 16mb3D IBM - \$55.00*

**Combat Mission 2 Barbarossa to Berlin Special Edition** cdv  
A turn-based real-time 3D simulation of WW2 tactical warfare on the Eastern Front from 1941 - 1945. Players give orders during the orders phase, then watch them unfold real-time. With Germany, Russia, Finland, Hungary, Rumania, Poland, Italy. Great 3D effects, over 300 vehicle types, 600 other unit types, 50 extensive missions, map editor, quick battle creator, extra 50 missions (125 total), winter camouflage, new units, 200 page manual, etc. *IBM Pen 2 500, 64mbRAM. IBM - \$80.00*

**Combat Mission 3 Afrika Korps** cdv  
A turn-based real-time 3D simulation of WW2 tactical warfare in North Africa, Crete, Sicily and Italy in WW2. 7 campaign, 3D campaigns, 60 scenarios, 3D graphics, 800 types of units such as tanks, infantry, artillery, planes, a quick battle creator develops scenarios in a matter of seconds. supports hot seat, internet, etc. *IBM Pen 2 233, 64mbRAM. IBM - \$99.00*

**COMMANDER'S COLLECTION** Various  
Contains 3 popular computer games - Silent Hunter II submarine warfare in WW2, 2 Stormovik, WW2 Soviet flight simulator, and Flanker 2.5, a modern Soviet fighter simulator. *IBM Requires: Pen 400, 128mbRAM, 16mb3Dcard. IBM - \$55.00*

**COMMANDOS Ammo Pack** Eidos  
Contains both Commandos Behind Enemy Lines and Commandos Beyond the Call of Duty. *IBM Requires: Pen 166, 32mbRAM. IBM - \$44.00*

**COMMANDOS 2 Men of Courage** Eidos  
A real-time tactics game set in WW2 that puts you in command of a small squad of elite troops. With authentic WWII scenarios in 10 missions spanning 9 environments, and co-op multiplayer. *IBM Requires: Pen 266, 64mbRAM, 4mbSVGA. IBM - \$22.00*

**COMMANDOS 3 Destination Berlin** Eidos  
The Commandos deadliest mission yet as you go deep into enemy territory in three extensive campaigns. Includes the ruins of Stalingrad through Nazi occupied France, and onto the Normandy beaches. Command 6 characters, new tactical system, more action than before. *IBM Requires: Pen III 1GHz, 256mbRAM, 64mb3Dcard. IBM - \$99.00*

**COMMANDOS Platinum Collection** Eidos  
Contains both real-time strategy games, Commandos and Commandos 2. *IBM Requires: Pen II 450, 128mbRAM, 32mb3Dcard. IBM - \$55.00*



# 38 - Computer Games

## COMPUTER WAR IN EUROPE

SG  
A simulation of the European Theatre of Operations in WWII and brings the classic SPI board game into the computer age. Players control ground, air and naval forces, economies and politics efforts. Brigade to corps-sized units. Choose what to build with your resources available. All the huge maps and 3,600 counters are consolidated by the PC which easily handles all tedious book keeping. You zoom in to inspect individual status and see the whole map at once. Play the game against one or two human opponents by email or hot seat, there is NO computer opponent! A dozen scenarios and the complete war. IBM requires 386 IBM - \$98.70

## DANGER FORWARD Combat Command II

Shrapnel  
A unique game system that authentically recreates the most exciting engagements of WWII. Emphasizing command control and combined arms, the first volume of the series, Danger Forward, focuses on the Mediterranean and Western Front, from 1940-1945. Innovative rules, including the most detailed treatment of paratroops and amphibious landings ever in a computer wargame, make Combat Command a unique and exciting gaming experience. IBM Requires: Pen 166, 32mbRAM, Windows 95 IBM - \$90.00

## EAGLES STRIKE

HPS  
The strike of the American Eagles from D-Day 1944, to the bocage, to the Ardennes and beyond. With a traditional counter map or a stunning 3D miniatures type view. Features include: satchel charges, smoke, wire, mines, gliders, Para drops, artillery, mortars, armored fighting vehicles, and many more. Players typically control several squad sized elements and possibly several vehicles in each scenario. Alternately, a campaign game is included, with two American and one German campaign to choose from. IBM Requires: Pen 120, Windows 95, 32mbRAM. IBM - \$80.00

## FIGHTING STEEL

SSI  
SSI's classic WW2 naval combat game, 1939 - 1942, available as a CD only. Fighting Steel allows for real-time, 3D ship-to-ship combat in both the Atlantic and Pacific. Your viewpoint is alterable on the fly in any direction, allowing you to view combat from any number of angles. IBM Pen 133, 64mbRAM, 4mb3Dcard. IBM - \$20.00

## FORTRESS EUROPE

matrix games  
An isometric 3D wargame. Play as either the Allies, US, British or Germans, from D-Day in Normandy as you invade or defend France. Control strategic as well as operation parts of the campaign, dynamic 3D battlefields with environmental effects, realistic supply model, choose your own beach landings, command units from battalions to divisions, historical & whatif scenarios. IBM Pen 120, 32mbRAM. IBM - \$77.00

## FRONTLINE ATTACK War Over Europe

eidos  
Real-time WW2 war in Europe. Control Allied, German or Russian forces from France, Italy to Russia and Germany itself. Great 3D maps, different seasons, night and day occur during missions, 15 extra missions to play in skirmish mode, create your own missions, infiltrate buildings and abandoned vehicles. IBM Pen 1, 32mbRAM, 3Dcard. \$55.00

## FRONTLINE COMMAND

strategy first  
Strategy game of WW2 with a 3D engine, a morale system that effects the actions of units in play, adaptive AI, 25 single player campaigns, 46 units. PII 500, 128mbRAM, \$77.00

## G.I. COMBAT Episode I Battle for Normandy

strategy first  
A 3D real-time strategy game, set in the Normandy Campaign, with a dynamic 3D environment. Dozens of historical and hypothetical scenarios from D-Day to Operation Cobra, accurate physical model, 60 different equipt types, branching to new missions, mission editor, over 40 individual vehicles and artillery, meticulous terrain models. IBM Requires: Pen 111 500, 128mbRAM, 32mb3Dcard. IBM - \$77.00

## Guadalcanal

HPS  
Naval campaign including all the ships present at the battle, radar, scenario editor, smoke layout, visibility, mines, torpedoes, armor belts. Pen 200, 32mbRAM. IBM - \$69.00

## HEARTS OF IRON 1936 - 1948

strategy first  
The people who made Universal's I & II bring us this grand strategy game of WW2. Control and conquer any country as Fascism, Communism and Democracy clash. Over 10 years of WW2 coverage and hundreds of hours of game play. Unique deep diplomatic model, highly advanced tech research model, thousands of historical leaders and generals, over 100 military units for the strategic military system, scenario editor. IBM Requires: IBM Pen 120, 64mbRAM, 2mbSVGA. IBM - \$40.00

## HIDDEN & DANGEROUS 2

illusion  
A WW2 3D adventure featuring a new game engine and an involving storyline. Places you in the ranks of the SAS where you fight through 20 single player missions of daring commando raids against the Germans, Italian and Japanese in several theatres. 40 weapons, 20 vehicles. IBM Pen 111 1 Ghz, 128 mbRAM, 32mb3Dcard. IBM - \$90.00

## IL-2 Sturmovik FORGOTTEN BATTLES Gold Pack

UbiSoft  
Includes the Ace Expansion Pack. Discover the war on the Eastern Front in WW2 with the most accurate flight simulation ever created. Play as Germany, Poland, Finland, Hungary or USSR as a fighter or bomber pilot and embark on dynamic campaigns. 85 flyable aircraft and a further 49 you can fly. Adjustable difficulty level, play online against up to 32 other players in daylight or co-operative mode. IBM Pen 100, 256mbRAM, 32mb3Dcard. IBM - \$85.00  
2 Sturmovik Forgotten Battles Ace Expansion Pack Expansion with 29 new aircraft, 9 new single player missions, 4 multiplayer campaigns, 33 single player missions, 10 co-multipayer missions. IBM Pen 111 800, 256mbRAM, 32mb3Dcard. IBM - \$32.00

## IWO JIMA

Valusoft  
A first person shooter team based game of the US Marines 1945, Feb 19th assault on Japanese held Iwo Jima. Command a squad of battle hardened Marines through daring maneuvers and all-out jungle warfare, fight through 12 combat missions, arm yourself with 10 lethal weapons. IBM Requires: Pen 266, 64mbRAM, 8mb3Dcard. IBM - \$49.50

## LUFTWAFFE COMMANDER

SSI  
A WW2 flight simulator. Return to a time when the deadly Me-109 ruled the sky. Here you can fly ten aircraft, including the Me-109, Me-262, I-16, P-39, Spitfire, P-51, etc. Terrorize Allied or Axis forces in five combat areas, Spain, France, Great Britain, Russia, Germany, with over 500,000 square miles of terrain. Choose from 2 flight modes. IBM Pen 166, 32mbRAM, 8spCD-ROM, 4mb3D accelerator card, Windows 95. IBM - \$33.00

## OPERATION BLOCKADE

Atari  
Arcade-style WW2 gaming with simple game controls. Increasingly difficult game play, historical weapons, powerful enemies, co-op and competitive multiplayer, even use artillery and AA weapons. IBM Pen 111 350, 128mbRAM, Windows 95. IBM - \$33.00

## OPERATIONAL CAMPAIGNS: BULGE 44

HPS  
Operational level game of the German offensive in the Ardennes in 1944. Over 2,700 units represent the German 6th Panzer, 4th Panzer, and 7th Armies and the Allied forces mainly at battalion and company level. Lovely graphics. IBM Requires: Pen 133, Windows 95, 32mbRAM. IBM - \$82.50

## PANZER CAMPAIGNS Kharkov 42

HPS  
Stalin launches a counterattack from a bulge in the line, with the goal of taking back Kharkov. With stunning graphics. You can play with a traditional wargamers topview map, or with a semi-3D hexagonal system. IBM Requires: Pen 133, 32mbRAM. \$82.50

## PANZER CAMPAIGNS Korsun 44

HPS  
A John Tiller game. By the end of 1943 Hitler ordered the German forces in the Dnepr bend to hold at all costs. Attacking on January 24 1944 on both sides of this bulge, the Soviet forces encircled over 60,000 Germans. Pen 200, 32mbRAM. \$82.50

## PANZER CAMPAIGNS Kursk 43

HPS  
This is without question the largest Panzer Campaign game in the series, as the action over the entire bulge (north and south offensives) is covered, 4,700 units, 18 scenarios, the complete campaign game itself has 121 turns, 2D or 3d mode. Pen 200, 32mbRAM. \$82.50

## PANZER CAMPAIGNS Normandy 44

HPS  
After 4 years of German occupation, the Allied forces in England were ready to liberate France. Features beautiful graphics, option to have traditional counters or 3D units. Refight the Allied invasion of France. IBM Requires: Pen 133, 32mbRAM. \$82.50

## PANZER CAMPAIGNS Rzhev 42

HPS  
As the Soviet player, can you do what Zhukov could not accomplish - eliminate the German threat on Moscow and pinch off the Rzhev salient? 29 scenarios. Pen 200, 32mbRAM. IBM - \$69.00

## PANZER CAMPAIGNS Sicily 43

HPS  
It took the Allies 43 days to capture Sicily from the Germans, can you do it faster? 26 historical scenarios plus a 351 turn campaign, 1,600 units for the Germans, Italians, British and Americans, battalion/company level. Pen 133, 32mbRAM. \$77.00

## PANZER CAMPAIGNS Smolensk 41

HPS  
Old-style wargaming with a clean, modern look. Over 1500 battalion sized units represent PanzerGruppen Guderian and Hoth, the supporting Infantry Divisions of Army Group Center, and the massive forces of the Soviet Western Front. Can be played in 2D or 3D modes. IBM Requires: Pen 166, 16mbRAM, SVGA. IBM - \$82.50

## PANZER CAMPAIGNS Tobruk 41

HPS  
In 1940 the British had little trouble pushing the Italian army in Libya away from the Egyptian border. However, early 1941 young General Rommel arrived and quickly took the offensive. Features beautiful graphics, option to have traditional counters or 3D units. Refight the Allied invasion of France. IBM Requires: Pen 133, 32mbRAM. \$82.50

## PANZER CLAWS

Eidos  
Command the Allied, German or Soviet forces in this real-time strategy game of WW2. Over 20 historical missions from 1941 to D-Day. Plan assaults carefully as time of day and weather conditions affect the map and behaviour of units; easy to use map editor, multiplayer through LAN or Internet. IBM Pen 111 450, 128mbRAM, 16mb3D IBM - \$99.00

## PANZER COMMANDER

SSI  
SSI's classic WW2 tank simulator. Now available as a CD only. Features winter, summer, and sleppe, including buildings, cliffs, hedgerows, etc. Realism settings including vehicle performance, vulnerability and ammo supply, and weapons range and accuracy. Has an editor, 3 German, 3 Russian campaigns with 24+ scenarios each, player careers, 40 standalone scenarios. IBM - \$20.00

## PANZER ELITE Special Edition

JoWood  
Command a tank platoon in 80 scenarios based on real battles from 1942-44 in Europe and North Africa. Play as German or American. Has over 100 different vehicles for you to command, including technological upgrades as the war continues; comprehensive landscape & scenario editor, new campaigns against British and Russians; single or multiplayer, multiple difficulty levels. Unbelievable graphics. IBM Requires: Pen 111 350, 64mbRAM, 4mbSVGA, Windows 95. IBM - \$68.00

## PANZER GENERAL II

SSI  
Witness the Living Battlefield, with photo quality tanks, guns, buildings, mountains, roads, etc. With thirty painstakingly crafted battlefields that are faithful to the real ones in WW2. Game play is fantastic, with the campaign starting in Spain, and going onto the Eastern, African and Western Fronts. IBM Requires: Pentium 90+, 16mbRAM, 1mb SVGA, hard disk, 4spCD-ROM. \$30.00

## PANZER GENERAL III Scorched Earth

SSI  
Bitter fighting on the Eastern Front in WW2. IBM PII 266, 32mbRAM. IBM - \$10.00

## PANZER GENERAL - 3D Assault

SSI  
A realistic look-and-feel unprecedented in strategy gaming. Position weapons and troops on the 3D battlefield which exhibits realistic lighting and weather effects. A simple, easy to use, new simple and additive game system. IBM Requires: Windows 95, Pen 111 350, 64mbRAM, 4mb3Dcard, 8spCD. IBM - \$30.00

## PANZER GENERAL - 3D Scorched Earth

SSI  
Transports you to the bitter, brutal fighting that is the Eastern Front. Battle your way to Berlin as the Soviet Commander or march to Moscow as the Panzer General. The battle generator creates random battles using American, British, German or Russian forces. Improved 3D effects, general fog, rain and snow. IBM Requires: Pen 111 350, 64mbRAM, 4spCD-ROM, 8mb 3D video card. IBM - \$30.00

## RUSSO-GERMAN WAR 41-44

Schwerpunkt  
Comes in a packet. Russo-German War 41-44 (RGW) is an operational level wargame that covers combat between Germany and Russia from 22 June 1941 to 29 October 1941. The RGW map is 154 x 136 hexes covering Poland to the Urals and Southern Finland to the Caucasus. There are 868 villages, towns and cities on the map. Each hex is approximately 10 miles (center-to-center) and each turn is one week. IBM Requires: Pen 233, 64mbRAM. IBM - \$110.00

## SECRET WEAPONS OVER NORMANDY

LucasArts  
Pilot 20 authentic aircraft in battles over the Third Reich. Includes the Me163 Komet, P-38 Lightning, 30 missions across the globe, mission editor, no flight training required. IBM Requires: Pen 111 500, 256mbRAM, 32mb3Dcard. IBM - \$86.00

## SILENT HUNTER II

SSI  
Recreates WW2's epic battle for control of the Atlantic. Take command of a cunning and deadly U-boat and test your skill against Allied naval forces. IBM Requires: Pen 111 266, 64mbRAM, 16mb3Dcard. IBM - \$33.00

## DESTROYER COMMAND

SSI  
Can't play against Silent Hunter II on the internet. Take command of a US Destroyer and patrol the Pacific and Atlantic. Advance up to command 8 destroyers and protect your fleet from surface and air attacks. Engage land targets, shepherd convoys to Europe, take on U-boats, co-operative and head to head for up to 8 players, fully interactive ship stations. IBM Pen 111 266, 64mbRAM, 16mb3Dcard. IBM - \$33.00

## SOLDIERS AT WAR

SSI  
Reprint of a classic. A turn based, squad level combat game like a good WW2 movie. Lead a squad of 8 men in a campaign of 18 linked scenarios. D-Day, Monte Cassino, Anzio, etc. IBM Pen 120, 16mbRAM, 2mbSVGA. IBM - \$10.00

## STEEL PANTHERS Mega Campaign 3 Guadalcanal 1942

Matrix  
Steel Panthers Mega Campaign 3 (also known as Steel Panthers Matrix Games). Mega campaigns are not linear, and branch into dozens of directions, depending on the victory level achieved by the player. You command a Marine Rifle Company and are part of the initial invasion of Guadalcanal in 1942. Japan must not complete that airfield it is building! Requires: Pen 60, 16mbRAM, 1mbSVGA. IBM - \$77.00

## STEEL PANTHERS III

SSI  
Re-release of the classic game of armored warfare from 1939 - 1999. 6 campaigns and 40 scenarios, platoon sized units, 20 WW2 and 40 post WW2 countries, random scenario generator. IBM Requires: 486/66, 16mbRAM, 1mbSVGA. IBM - \$27.40

## SQUAD LEADER Avalon Hill's

Microprose  
Avalon Hill's Squad Leader lets you experience real front-line military command. Has easy to use, boot camp style tutorials, three historical campaigns - Normandy, Bulge and Arnhem; each campaign includes ten missions and assorted random operations; upgradeable squad strength; 300 soldier biographies with individual storylines and options - they even get their own mail, which you can read! Control US, British or German soldiers. IBM Requires: Pen 111 233, 32mbRAM, 2mbSVGA. IBM - \$33.00

## STRATEGIC COMMAND European Theatre

Auran  
Take command of the Allied or Axis forces and fight over Europe in WW2. Control military, economics, research, and command your armed forces and famous generals. Has historical campaigns such as Barbarossa and D-Day, special focus given to multiplayer, including network, the net, and even PBEM. P200, 32mbRAM. \$45.50

## SUDDEN STRIKE Gold

Strategy First  
A stunning Red-AirStrike real-time strategy game set in WW2, with Russian, German, French, American and British units. With amazing game depth, tactical opportunities and magnificent game play. Up to 1,000 units per side; bridges, houses, fortifications, trees etc. are destructible; multiple maps with up to 10 players and 4 teams; realistic battle simulations and explosions; over 40 missions includes SUDDEN STRIKE FOREVER IBM Pen 111 200, 32mbRAM, SVGA, 8spCD-ROM, SVGA. IBM - \$44.00

## SUDDEN STRIKE II

cdv  
A stunning Red-AirStrike real-time strategy game set in WW2, with German, Russian, British, American, and Japanese troops. Fight on water, land, and in the air. Over 40 missions in 5 campaigns or separate scenarios, up to 1,000 units per scenario, controllable boats, rail in supplies, new orders options, you can destroy bridges, trees and houses, new units. IBM Pen 111 333, 64mbRAM, 4spCD-ROM. IBM - \$33.00

## The Proud and the Few

HPS  
Squad Battles: The Proud and the Few. Contains 40 scenarios covering the entire Pacific Theater in World War II involving the US Marine Corps. Scenarios include Wake Island, Tarawa, Guadalcanal, Iwo Jima, and others. New features include caves and cave movement, Banzai charges, K-9 dogs, and other unique features of the Pacific War. There are complete maps of Wake Island, Iwo Jima, Roi-Namur, Makin Island, and many more. Thirty-Five scenarios have been added of many types of terrain found in the Pacific. They include beaches, mountains, village complexes, valleys, dense terrain, and others. IBM Requires: Pen 133, 32mbRAM. IBM - \$80.00

## The War Engine

Shrapnel  
The War Engine is the ultimate game's package. In one gaming system and construction set you can literally build any type of war or conflict style game you want, your only limit is your imagination! 7 gaming modules, developed with The War Engine, that are included in this revolutionary system. IBM is not only show you what is possible with this powerful construction set, but they can be a starting point for your own game development. They include a classic sci-fi squad based game, a tour of duty in France in 1944, a fantasy wargame, an operational WW2 game, a game of paintball, large fleets of spaceships go head to head, etc. IBM Requires: Pen 250, 64mbRAM, 16mbSVGA. IBM - \$99.00

## Tiger Hunt

Infogrames  
Stunning 3D game as you manoeuvre an M4 Sherman tank with pick up and play controls to hunt down Panthers and Tigers. Blast many types of multi-missions of non-squad games, historically rendered vehicles. IBM Pen 111 600, 128mbRAM, 16mbcard. IBM - \$33.00

## Uncommon Valor - Campaign for the South Pacific

matrix  
Uncommon Valor has been never before achieved in a game of this scale. Control the WW2 campaigns of New Guinea, New Britain, New Ireland and the Solomon Islands. With an innovative game system that tracks every ship, vehicle, aircraft, gun and squad. You command hundreds of ships from 200 ship classes, also a vast array of aircraft. You must also send supplies where most needed. 18 scenarios from small naval engagements to massive campaigns, and the full campaign scenario. IBM Requires: Pen 111 450, 64mbRAM, 8mbSVGA, 8spCD-ROM. IBM - \$99.00

## WarCommander

cdv  
A perfect blend of hands-on real-time strategy and gripping tactics and lots of action. You are in command of the US Rangers in 1944, a specialist unit. Lead your troops through two extended campaigns. Use your pioneers to build all manner of field defenses. 3 difficulty levels, supports multiplayer including Last Man Standing and Capture the Flag, 11 campaign classes, day, night and night cycles, etc. IBM Requires: Pen 111 450, 64mbRAM, 4spCD-ROM. IBM - \$77.00

## Wargames 2000

Mindsim  
Data and facts on wargaming available today. Has on-disk wargaming books by Peter Perla and Jim Dunnigan, ready-to-play rules sets, other books, plus a fully playable demo of The Operational Art of War, TacOps, the Aide de Camp 2 utility, ADC2 game sets, bibliographies, etc. IBM Requires: Pen 166, 16mbRAM. IBM - \$82.50

## World War II Interactive Atlas

ProFantasy  
Not a computer game, but an interactive cartographic overview of the events and battles of WW2. Cycle through each mode of the conflict, click on important areas to bring up more detailed maps of the conflict. Hide or show units, troop movements and detail, then print at any zoom scale. Created with Campaign Cartographer 2. Pen. IBM - \$60.00

# Post World War II

## BCT COMMANDER

Shrapnel  
A battalion/brigade level simulation used by the US army to train its senior commanders. Includes a construction set; Expansion Sets 1 and 2, modern combat equipment including: M1A2, LAV-25, SMAW, AH-1W, UH-60, AV-8BII, T-72, BMP-3, ZSU-23-4, SA-9, 2S3, BRDM-2-real-time but with the ability to pause when giving orders; fog of war shows the entire terrain but not the enemy units until you find them; you can play both sides. IBM Requires: Pen 133, 16mbRAM. IBM - \$99.00

## COUNTERSTRIKE CONDITION ZERO

Sierra  
The world's #1 online action game, from the makers of Half-Life and Counterstrike. Introduces a new blend of single player gaming, and expands upon the wildly addictive multiplayer of its predecessor. Lead the world's most elite counter-terrorist forces in this stunning first person shooter. IBM PII 500, 96mbRAM. IBM - \$70.00

## DECISIVE ACTION

UPS  
A realistic tactical simulation of modern division and corps-level combat. Based on an earlier game designed by the author to teach tactics at the US Army Command College. Models all seven battlefield operation systems: maneuver, fire, intelligence, air defense, mobility and survivability, command & control, and logistics. Its use of military graphics, terms and maps, makes it a unique experience. IBM Pen 166, 32mbRAM. \$92.00

## Farcy

UbiSoft  
Heavily armed mercenaries are just the beginning of this gateway island gone to hell. A stunning 3D shooter, with beautiful tropical islands and indoor locations for 20 vast, non-linear missions, master many weapons and vehicles to unravel a deadly conspiracy, enemies adapt and improvise. IBM P3 1 Ghz, 256mbRAM, 3Dcard. IBM - \$95.00

## FULDA GAP 85

HPS  
A John Tiller game. NATO and Warsaw Pact tensions almost reached boiling point in the mid 1980s. One spark on the world scene would be all that it would take to ignite these powerful military forces and send them crashing into each other across the only thing that stood between them in Germany. The Fulda Gap. IBM Requires: Pen 133, IBM - \$82.50

## JAGGED ALLIANCE 2

Sirtech  
Features a semi-top-down-view as you lead your team on combat missions. With a non linear storyline, the most advanced tactical combat ever, dozens of realistically modelled weapons, real-time exploration and turn-based combat. IBM Requires: Pen 133, 16mbRAM, SVGA, 4spCD. IBM - \$33.00

## JAGGED ALLIANCE 2 Unfinished Business

Sirtech  
Rico mining, who ran Aruco's mines before the war, want those mines back. They've established a base in a nearby county, and unless their conditions are met, will use missiles to destroy Aruco. Enrico has decided on a swift response to these threats - you! This all new chapter in the story also includes a unique Mission Builder for unlimited playing time. Features a semi-top-down view as you lead your team on combat missions. With a non linear storyline, the most advanced tactical combat ever, dozens of realistically modelled weapons, real-time exploration and turn-based combat. IBM Requires: Pen 233, 32mbRAM, 8spCD-ROM. IBM - \$33.00

## KOREA Squad Battles

hps  
70 scenarios and three campaigns give you a real feel and understanding of what occurred in what was originally a police action. Pen 200, 32mbRAM. IBM - \$69.00

## KOREA 85

hps  
A hypothetical conflict set in Korea in 1985. Covers the whole Korean Peninsula, 26 scenarios, all types of weapons & troops possible. Pen 200, 32mbRAM. IBM - \$69.00

## LINE OF SIGHT VIETNAM

Atari  
You are the elite marksman in Vietnam, locating elusive enemy soldiers and picking them off one by one. With thick vegetation in fully detailed environments, 12 authentic firearms, face 12 missions alone or play co-operatively. IBM Pen 111 550, 128mbRAM, IBM - \$33.00

## Middle East 67

HPS  
An operational level simulation of the fighting between Israel and her Arab neighbors. Middle East 67 covers the entire area of the conflict, from the Suez Canal up to the Golan Heights, including the West bank of Jordan and the southern Lebanon. Separate Orders of Battle are included for the 56, 67 and 73 wars. Can be viewed and played in either 2-d or 3-d mode. Supports single or multi play. Comes with Main Program, full-featured Scenario Editor. Complete on-line Help documentation. IBM Pen 133, 32mbRAM, Windows 95. IBM - \$82.50

Operation Flashpoint Game of the Year Edition Contains the complete game of Operation Flashpoint and both expansions, Red Hammer and Resistance. IBM - \$86.00

## Rainbow Six 3 Raven Shield Gold Edition (Tom Clancy's)

RedStorm  
Take command of this deadly unit and destroy a neo-fascist terror network. Powered by the latest Unreal technology, 30 team specializations and over 57 real world weapons, 15 single player missions and 9 multiplayer modes, unprecedented graphical realism. Includes the Athena Sword expansion pack. IBM Requires: Pen 111 800, 128mbRAM, 32mb3Dcard. IBM - \$85.00

## Rainbow Six 3 Athena Sword Expansion pack with an 8 mission campaign in the Mediterranean, 8 new multiplayer levels, 3 rebuilt classic missions with latest technology, seven additional real world weapons. IBM Pen 111 800, 128mbRAM. IBM - \$12.00

## SPLINTER CELL Pandora Tomorrow (Tom Clancy's)

UbiSoft  
You are a stealth operative waging a one man war against an Indonesian terrorist network. Intense and realistic world, single or multiplayer, amazing weapons an action, gadgets and stealth moves. IBM 1 Ghz Pen 111, 512mbRAM, 3Dcard. IBM - \$95.00

## STEEL BEASTS

StrategyFirst  
A highly accurate simulator of the US M1A1 and German Leopard 2A4 tanks, designed to let you create and play scenarios of modern armored warfare on your PC. Can be played on many different levels: from gunner in a single tank to company commander. Any mission playable over network, superior AI frees player from micromanaging his own units. IBM Requires: Pen 266, 32mbRAM, 2mbSVGA. IBM - \$20.00

## TOUR OF DUTY

HPS  
The second game in the Squad Battles Series and continues from the original game Squad Battles Vietnam. Over 40 scenarios, 5 campaigns, including American Army, Marine, Air Cavalry, Army Reserve, and Australian forces. A complete game. Includes Caves and Tunnels, Smoke and Illumination, and several enhancements and new features. Includes American Army, American Marine, South Vietnamese, South Korean, Australian, North Vietnamese, and Viet Cong forces and equipment. Scenarios cover a wide variety of situations many of which include air and armored cavalry. IBM Requires: Pen 133, 32mbRAM. IBM - \$80.00

## VIETNAM Squad Battles

HPS  
A turn-based game at the squad-level using 40 meter hexes and 5 minute turns. Scenarios range in duration from a single-squad ambush scenario up to a 27 turn battle-level scenario. Includes 12 scenarios, 12 scenarios, 12 scenarios, 12 scenarios, 12 scenarios, and Hamburger Hill are all covered in detail. Units represented include US Army, US Marines, North Vietnamese Regulars, and Viet Cong including recon, sappers, and heavy weapon units. Scenarios include ambush, ground assault, helicopter assault, amphibious assault. Over 25 maps & scenario editor. IBM Requires: Pen 133, 32mbRAM. \$99.00

# Science Fiction

## ALIENS VERSES PREDATOR 2 Gold

Sierra  
3D shooter in the style of Unreal Tournament. You can play any of the three sides through three interlocking storylines, 21 missions (which can be saved) at any point, fight on the internet with up to 16 players, command a devastating new arsenal of weaponry. Includes Primal Hunt Expansion. IBM Pen 3, 32mbRAM, 16mb 3Dcard. IBM - \$20.00

## ARMED AND DANGEROUS

LucasArts  
Humorous sci-fi 3D roleplaying adventure where your wacky characters take on psychotic robots and goliaths. Rich story, weird bad guys, five diverse environments to explore, 21 missions, 17 weapons. IBM PIII 1 Ghz, 256mbRAM. IBM - \$90.00

## GALACTIC CIVILIZATIONS

Strategy First  
Lead humanity in a



**HALF-LIFE Platinum Collection** Includes Half-Life, Half-Life Opposing Fortress, Team Fortress Classic, Half-Life Counter Strike, which is multiplayer Half-Life, where you play in a team of terrorists or counter-terrorists, and Half-Life Blue Shift, which gives you access to previously restricted areas of the facility. *Requires P233.* **IBM - \$72.50**

**HOMEWORLD Game of the Year (Best Seller Series)** **Sierra**  
Real-time strategy fans will be able to manage resources and send their armies to combat in an amazing real 3D universe. An epic storyline with 16 single player missions; a broad range of incredibly detailed weapons; incredible 3D graphics with or without a 3D card. Multiplayer mode for up to 8. *IBM Pen 200, 32mbRAM, 45pcD-ROM.* **IBM - \$20.00**

**HOMEWORLD CATAclysm Special Edition** **Sierra**  
An all new episode in the Homeworld saga, which is a complete, stand-alone game. Fifteen years after returning to their homeworld, a Hilaran sect unwittingly releases an alien horror. Now it's up to you to commandeer the Kuun-Lan, a Hilaran mining vessel, and transform it into a combat-ready mothership. *IBM Requires: Pen II 266, 32mbRAM, 45pcD-ROM.* **IBM - \$33.00**

**HOMEWORLD 2** **Sierra**  
Explore galaxies filled with gas clouds, nebulae, and other space phenomena; harvest resources from asteroids to build a giant space armada; form ships into strike groups; supports online play for up to 6 players. *IBM PIII 833, 256mbRAM, 32mb3D.* **IBM - \$55.00**

**INTERSTELLAR TRADER 2** **Shrapnel**  
You are the owner of a startup merchant business in space. Travel from planet to planet, buying and selling items, taking passengers, upgrade your ship, build up a fleet of escort ships; combat, and special encounters. *IBM Pen 400, 64mbRAM.* **IBM - \$50.60**

**MASSIVE ASSAULT** **gamespy**  
Take command of the Free Nations Union forces on one of six distant planets. A real-time political system, secretly allied countries, co-ordinate huge naval landings, carrier battlegroup operations, sweeping land maneuvers, cut enemy supply lines; 36 scenarios; 5 campaigns, hot seat and internet play. *IBM Pen III 600, 256mbRAM.* **IBM - \$51.00**

**MASTER OF ORION 3** **MIC**  
Experience first hand the demands of leading one of 16 different races into unequaled galactic adventures and face a universe of decisions. Colossal space battles feature beautiful tactical real-time combat resolution; use espionage, subterfuge, betrayal; rich interaction with other races through galactic councils and diplomacy; no games over the same; multiplayer for 8 players. *IBM Requires: Pen III 200, 128mbRAM.* **IBM - \$33.00**

**MECH COMMANDER II** **Microprose**  
You control a company of mercenary mechwarrriors in a real-time game of power, combat and treachery set in the BattleTech universe. Drawn into a bitter struggle for supremacy among three warring noble houses, you must use your strategic knowledge and tactical skills to change the balance of power in the Chaos March. Command up to 16 mechs including the Atlas, utilize the unique strengths of each mech; capture weapons facilities and refit your mechs, fantastic 3D terrain that can be blown apart; up to 8 players on the internet, also has a mission editor. *IBM Requires: Pen II 266 with 3D acceleration, (or 400 MMX if no 3D Acc), 80mbSVGA, 64mbRAM.* **IBM - \$55.00**

**THE MECH COLLECTION** **Microprose**  
Contains Mechwarrior 4 Vengeance, Mechwarrior 4 Black Knight Expansion, and Mech Commander II. *Pen II 300, 64mbRAM, 85pcD-ROM, 8mb3D card.* **IBM - \$110.00**

**MECHWARRIOR 4 Vengeance** **Microsoft**  
The year is 3063. The Clan invasion has ended. You return to your homeworld to find your family murdered, your throne seized and a planet in the throes of a civil war. Its time to reclaim what is yours! With 7 huge environments such as cities, forests, swamps - with over 25 densely populated missions; you choose the mechs, weapons and pilots; 21 different mechs including 7 new ones, over 50 weapons; fierce team and individual based multi-play for up to 16 mechs; including Capture the Flag. *IBM Requires: Pen II 300, 64mbRAM, 85pcD-ROM, 8mbSVGA, Windows.* **IBM - \$50.00**

**Mechwarrior 4 Black Knight Expansion** Join the Black Knight Knight mercenary unit. Buy the really good stuff off the black market. Has several new mechs, including the Black Knight, Sunder, Ryoken, Uller, and Wolfhound. New multi-player modes such as Assaulting or defending bases, or Clan vs Inner Sphere. **IBM - \$50.00**  
**Mechwarrior 4 Innersphere Expansion** Four more mechs, the Zeus, Dragon, Highlander and Hunchback. Also new battlefields such as the Colosseum arena; a new heavy gauss rifle, new IFF jammer. Only for multiplayer & instant action games. **\$44.00**  
**Mechwarrior 4 Clan Expansion** Four more mechs, Masakari, Cauldron-Born, Arctic Wolf, Kodiak. Also new battlefields such as a Solaris factory, a new SMRM, new enhanced optics for zooming in. Only for multiplayer & instant action games. **\$44.00**

**MECHWARRIOR 4 Mercenaries** **Microsoft**  
Engage in over 50 different missions spanning 10 planets. Each job opens a unique set of challenging missions. Over 35 different mechs, including 10 new, 4 distinct styles of gameplay. If you have the cash, buy a second lance and send 8 mechs into battle, fight dirty in the Solaris VII arenas, build your reputation; new multiplayer game types etc. *IBM Requires: Pen II 300, 64mbRAM, 16mb3Dcard.* **IBM - \$50.00**

**PLANETSIDE** **Ubisoft**  
A sci-fi massive multiplayer online first-person war. Has thousands of players in a persistent global conflict of unprecedented scale, battle across ten continents, three different nations, large scale tactical assaults, dozens of vehicle, armor, weapon configurations, 30 combat specializations; instant action mode is a quick and easy way to get into the thick of battle, basic training. *IBM Pen III 1GHz, 256mbRAM.* **IBM - \$55.00**  
**Planetside Core Combat** Offers new massive underground zones and caverns, upgradeable surface level facilities, access new weapons and vehicles, head to head warfare in massive subterranean cities. *Pen III 1GHz, 256mbRAM.* **IBM - \$52.50**

**SPACE EMPIRES IV Gold** **Shrapnel**  
Unboxed, but with the User Guide. With a diverse tech tree, immense depth of game play, and varied customization options, this game gives you few others in its genre have dared to go. Turn-Based or Simultaneous Game Play; discover a multitude of space objects such as Black Holes, Nebulae, Large Galaxies; 100+ solar systems with 15 planets each; Gold includes the following new additions to Space Empires IV - new system graphics and types, all sounds reworked, option for new set of sound effects, new 120 page manual, map editor included, also changes such as satellite and weapon platform ranges. *IBM: Pen, 32mbRAM, 16mbSVGA.* **IBM - \$98.00**

**STARCRRAFT BATTLECHEST** Includes Starcraft, Brood War, Starcraft Strategy Guide and Brood War Strategy Guide, and free access to Blizzard's Battle.net gaming service. **IBM - \$66.00** DVD Case \$38.50

**STAR TREK Action Pack** **Activision**  
Has Star Trek Voyager Elite Force, Star Trek Voyager Elite Force Expansion Pack, Star Trek Armada, Star Trek Armada II. *IBM Pen II 300, 4mb3Dcard.*

**STAR TREK: Starfleet Command Vol II Orion Pirates** **Interplay**  
A complete game and expansion to Starfleet Command Vol 2. The various cartels of the Orion Pirates have become so bold with greed that their powerful fleet has emerged on plans of galactic conquest! Has eight cartels, an all new campaign, 40 new missions and a pirate campaign, fight with or against the pirates, also new weaponry, 26 skirmishes - some based on the original TV show, etc. *IBM Pen II 300, 3Dfx, 64mbRAM.* **IBM - \$55.00**

**STAR TREK: Starfleet Command Vol III** **Interplay**  
The Klingons and Federation begin constructing a starbase that can conduct cloaked ships in the neutral zone. Obviously, the Romulans are not happy about this. With a new streamlined interface, easier tactical maneuvering and ship management, customize ships to create thousands of unique vessels. Real-time, turn-based, ship to ship combat. *IBM Requires: Pen III 450, 16mb3Dcard, 128mbRAM.* **IBM - \$73.70**

**Star Wars Galactic Battlegrounds Saga** Contains both the primary game plus the Clone Campaigns Expansion Pack. *P2 233, 32mbRAM.* **IBM - \$92.50**

**Star Wars Galaxies** **LucasArts**  
The massively multi-player online roleplaying game set in the Star Wars universe. Play real-time with thousands of real people, meet famous characters such as Luke Skywalker, Darth Vader, play on one of eight species, including human, Wookiee, Bothans, Mon Calamari, fight on vast battlefields, explore ten massive worlds from Corellia to Naboo; skill based advancement system, you can learn to use your own weapons, droids, house, etc. *IBM: P3 933, 256mbRAM, 32mb3D, internet connection.* **IBM - \$85.00**

**UNREAL TOURNAMENT II 2004** **Atari**  
The most popular online first person shooter now in a completely new version. Single player mode does not require internet access however. Now you can pilot a formidable force of battle vehicles that tear across land, skies and space. New weapons, 40 new maps, a toolset to create mods etc. *IBM Pen III 1 GHz, 128mbRAM.* **IBM - \$88.00**

**WARHAMMER 40,000 FIRE WARRIOR** **THQ**  
A stunning first person shooter where you play Kals, a Tau Fire Warrior, battling against the Imperium of Man. But you will soon encounter a much darker foe than mankind. With 21 levels, 24 hours of gameplay, 8 player online support, encounter treachery, betrayal and horror. *IBM Pen II 800, 128mbRAM, 32mb3Dcard.* **IBM - \$80.00**

## Fantasy

**AGE OF MYTHOLOGY** **Microsoft**  
The creators of Age of Mythology bring us an Age of powerful gods and heroic mortals, mythic beasts and immortal powers. Includes 9 legendary civilizations, Greek, Norse and Egyptian; each with 3 distinct civilizations and gods. Single player with over 30 scenarios, a rich story, beautiful cinematic. Balanced online gaming; a rich 3D world with realistic terrain and great special effects; concentrate more on leading, less on managing; use heroes, mythological forces, god powers and mortal forces. *IBM Requires: Pen II 450, 128mbRAM, 16mb3Dcard.* **IBM - \$69.00**

**Age of Mythology Expansion: The Titans** Enter a world of mighty armies and fearsome beasts, where powerful Olympians battle ancient foes and the fate of the A-Atlantean people is in your hands. New maps, units, god powers. **IBM - \$50.00**

**AGE OF WONDERS** **EMG**  
Prepare to return to a time when elves, dwarves and orcs inhabited the Earth, a time when mortal humans battled for survival against the mighty armies of darkness. Twelve races with 14 units, each. Over 50 heroes, 50 magical items, 100 spells. Turned based roleplaying game. *Win 95, Pentium 166, 32mbRAM, SVGA, hard disk, 160bSVGA.* **IBM - \$33.00**

**AGE OF WONDERS II** **Triumph**  
Rule your domain as an immortal wizard-king. Reign supreme over one of 12 distinct and amazing races; enlist the aid of more than 30 loyal hives, hundreds of spells, specialise in one of 7 Spheres of Magic; design your own scenarios, heroes and artifacts; lay siege to enemy cities from over 130 unique units such as Steam Cannons, Airships, and Mammoth Riders; multiplayer up to 8 via LAN, internet or P2P. *IBM Requires: Pen II 300, 64mbRAM, 85pcD-ROM, Windows 95, 4mbSVGA.* **IBM - \$33.00**

**AGE OF WONDERS Shadow Magic** **Triumph**  
The newest Age of Wonders universe. A corrupt new Empire attacks the ancient races, targeting all things magic. An even greater evil breeds in its shadows. Single player campaign with 16 scenarios, 3 new races, dozens of new spells, heroes, unit abilities, revisions to the classic races, random map generator. *P2 450, 128mbRAM.* **IBM - \$55.00**

**ARCANUM** **Sierra**  
For mature gamers. An industrial revolution in a world of magic. Magic and technology coexist in an uneasy balance. An adventurer might use a flaming sword and a flintlock pistol. Industrial cities house doctors, humans, orcs and elves. Ancient runes and steamworks, magic and machines. Classless, point-based attribute system allows for limitless creativity in developing characters. The world is so big it takes 30 real-time hours to traverse it, over 300 characters and monsters, many ways to solve quests, real-time or turn based combat. *IBM Requires: Pen II 300, 64mbRAM, 85pcD-ROM, Windows 95.* **IBM - \$20.00**

**CAMPAIGN CARTOGRAPHER 2** **PRO**  
A computer based package for drawing maps, including all of those quirky little symbols that make RPG maps so visually exciting (like trees, mountains, towns, roads, rivers, battlemaps, coastlines, etc). Comes with a large, thick 240 page manual. Tutorials run you through the basics of drawing your map and placing terrain pieces. By using a CAD feature referred to as levels, you can draw several maps from one original, each showing different levels of detail. *IBM Reqs: hard disk, CD-ROM, SVGA, mouse, Windows 95, Pentium 90, 16mbRAM.* **IBM - \$88.00**

**DUNGEON DESIGNER 2** Adds awesome new powers of invention to CC2 and the ADD2 Core Rules 2. More than 500 stunning symbols for creating beautiful, exciting dungeons. It got everything you need from simple doors, windows and furniture, to devious traps, cave formations and religious relics. *Requires as above.* **IBM - \$70.00**

**CITY DESIGNER 2** From the smallest village to the greatest metropolis, now you can create beautiful, incredibly detailed city maps with ease and speed. Over 1,500 pre-drawn Smart Symbols for a dozen styles, including gothic, ornate, SF, fantasy, *Requires as above.* **IBM - \$75.00**  
**CHARACTER ARTIST** Lets you create all the high-quality portraits of your characters. You control the percentage of land and sea, many islands of a few large landmasses, have a Mars or Moon-like surface, Earth and Mars satellite data is on the CD as a starting point, edit the terrain and climate in any way desired. When your world is finished, you can export it to Campaign Cartographer. **IBM - \$75.00**

**PERCEPTORS PRO** Requires Campaign Cartographer 2 to use. Complete 3D pictures of every room in your palace, dungeon, pyramid etc, taken directly from your floorplan, decorate the room, create walls, floors, color schemes. *Pen 133+.* **IBM - \$80.00**  
**Symbol Set 1 Fantasy Overland** Adds two fabulous new symbol styles to CC2. There are more than 1,000 new symbols, each with an expert fantasy artist. You use these symbols exactly like any other CC2 symbol, pick one from the onscreen palette to place it where you want. **IBM - \$41.80**  
**Symbol Set 2 Fantasy Floorplans** 1,000 new symbols in two distinctive styles. Each symbol is created by renowned artists. They are fantasy and hand-drawn styles of furnishings, furniture, interior of beds, weapons, wells, pools, etc. **IBM - \$44.00**  
**Symbol Set 3 Modern** 1,000 new symbols for modern city streets, crowded buildings, road traffic, statues, food stalls, etc. **IBM - \$40.00**

**CHARACTER SKETCHER v3.0** **nbois**  
You mix and match character features to sketch out a composite portrait of your roleplaying characters and NPCs in seconds. Has over 350 customizable facial features, you can edit colors, races, etc. *IBM Pen II, 64mbRAM.* **IBM - \$77.00**  
**DARK AGE OF CAMELOT** **Mythic**  
A new epic fantasy roleplaying. Explore three vast realms, Vikerra, Vikerra, a magical realm; Albion, home to Arthur's kingdom; and Midgard, based on Viking mythology. Conquer and hold keeps, build siege weapons, armor and thousands of other unique items with a trade skill system. Hunt down hordes of monsters, organise your friends into a cohesive unit. *IBM Requires: Pen II 450+, 32mb3Dfx card (Voodoo2 and earlier cards not supported), 256mbRAM, 128mbRAM if Pen III.* **IBM - \$22.00**  
**Dark Age of Camelot Expansion Pack: Shrouded Isles** 3 huge island quests to explore including ruined cities, dungeons; 3 new races & 6 new character classes; also many improvements to the game graphics and engine. **IBM - \$49.50**  
**Dark Age of Camelot Trials of Atlantis Expansion Pack** You must have the online game Dark Age of Camelot plus expansion Shrouded Isles in order to use this. Explore the sea and beyond with three new races, 20 fantastic new domains. **IBM - \$50.00**  
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**DIABLO (Best Seller Series)** **BLIZ**  
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**DIABLO BATTLE CHEST** **BLIZ**  
Contains Diablo, Diablo II, Diablo II Lord of Destruction, and Diablo II Ultimate Strategy Guide. *IBM Requires: 64mbRAM, Pen 233.* **IBM - \$77.00**

**DISCIPLES II Rise of the Elves** **Strategy First**  
A stand alone expansion that lets you explore the Eleven Alliance, 33 new units, 24 new spells, 1 new campaign (5 campaigns total), new neutral units, new gameplay enhancements. Includes the complete version of Disciples II Dark Prophecy. *IBM 323, 32mbRAM, 8mb video card.* **IBM - \$33.00**

**DUNGEON KEEPER 2** **Bullfrog**  
Discover your dark side as you build your own underground kingdom. Populate your dungeons with hordes of devilish creatures, but you'll also need to ally yourself with the evil horned reaper, who will be your most potent weapon. *IBM Requires: Windows 95, Pen 166, 32mbRAM, 2mbSVGA, 45pcD-ROM.* **IBM - \$20.50**

**DUNGEON SIEGE** **Microsoft**  
Command a party of up to 8 adventurers or join 7 of your friends in multi-play mode. This is a semi-top down 3D roleplaying adventure. Battle your way through a vast world of mountains, desert, ice caverns and dungeons. Use packmules to carry more gear into battle and more load away with you afterwards. *IBM Requires: Windows XP/2000/Mc98, 128mbRAM, Pen II 333, 8mb3Dcard.* **IBM - \$55.00**

**Dungeon Siege Legends of Aranna** This expansion contains the complete game of Dungeon Siege too. Has a new campaign set in the jungles of Aranna. 50 new weapons, armor and spells; fearsome new enemies, etc. *Pen III 333, 128mbRAM.* **IBM - \$60.00**

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A turn based strategy roleplaying game in a dynamic 3D world, where the dead have arisen and are spreading death and destruction across the lands. You play a young mage who seeks to stop them. 22 dramatic single player scenarios joined together with spectacular 3D cut sequences. A massive amount of side quests and extra tasks. Also has multiplayer scenarios. *Pen II 600, 128mbRAM.* **IBM - \$77.00**

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**FRACTAL MAPPER v7.0** **nbois**  
A computer based package for drawing maps, similar to Campaign Cartographer. A high powered mapping system that lets you map dungeons, cities, continents, etc. Also includes the Fractal World Explorer that lets you create and edit 3d shaded relief maps. Over 500 fantasy & sci-fi symbols. *Pen III, 128mbRAM, Win 98+.* **IBM - \$80.00**

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An official Runequest computer game. Immerse yourself in the mythical world of Glorantha, with heroes, gods and high adventure. The fate of an entire people is in your hands as you explore the magical land. Discover stories to tell you as you search for treasure, battle for magical re-enact mythical deeds, fulfill ancient prophecies, nurture warriors, fend off enemies. *IBM Requires: Pen, 16mbRAM, CD-ROM.* **IBM - \$40.00**

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Now the popular collectible card game can be played online. This game has the Magic Online CD-ROM, the Magic Online Manual, the Magic Rulebook. Offers the most strategic gameplay options, tournaments, and prize-sponsored leagues for players of all skill levels and play styles. Play as many games as you like, there's no monthly subscription fee. There will always be players waiting online to challenge you. Hundreds of new cards released every year. *IBM Pen II 333, 64mbRAM, 56k internet connection.* **IBM - \$33.00**

**Majesty/Northern Expansion/ and - Risk II** **NWC**  
This is a 3 CD Game Pack, Games of Conquest, Contains Majesty, the Fantasy Kingdom Sim, Majesty, the Northern Expansion Add-On Pack, and Risk II. *P168.* **IBM - \$33.00**

**The Elder Scrolls II Morrowind Game of the Year Ed** **Bethesda**  
Contains The Elder Scrolls II Morrowind, also Tribunal Expansion, Bloodmoon Expansion. *IBM Requires: Pen III 500, 128mbRAM, Windows 98 or better, 32mb3Dvideo card.* **IBM - \$70.00**

**The Hobbit** **Sierra**  
A roleplaying adventure where you play Bilbo as you battle and adventure through Middle Earth. Use the ring, meet legendary characters, use Sting in combat, face legions of enemies, solve puzzles. *IBM PII 450, 64mbRAM, 32mb3Dcard.* **IBM - \$70.00**

**The Lord of the Rings War of the Ring** **Sierra**  
A real-time strategy game with a similar appearance to Warcraft. Construct and defend your fortress, summon Balrogs, command elves, dwarves, orcs etc; fight with characters such as Gandalf, use interactive terrain to your advantage, fight in the open and in massive 3D structures. *IBM PII 800, 256mbRAM, 32mb3Dcard.* **IBM - \$90.00**

**TOTAL ANNIHILATION: Kingdoms** **Cavedog**  
Total Annihilation goes fantasy! This is an epic campaign to conquer the land of Darnor. Play as the monarch of one of four unique civilizations, each with its own combat strategies. Command vast armies of skeletal archers, dragon riders, mighty wizards, ships of war, fantasy beasts. *IBM Requires: Windows 95, Pen 233, 32mbRAM, 45pcD-ROM, 16 bit SVGA.* **IBM - \$10.00**

**Ultima Online AGE OF SHADOWS** **Ultima Online**, the deepest Internet fantasy roleplaying experience now features a new combat system, thousands of new magic item effects, the land of Mists, new dark powers of necromancy, join the holy quest of the Paladin. 2D & 3D versions. *IBM Pen II 300, 64mbRAM, 8mb3D.* **IBM - \$40.00**  
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**VAMPIRE: the Masquerade -Redemption** **Activision**  
While North America's Masquerade becomes a roleplaying adventure. Before you fall, you lead a crusade against evil. Now you've become one of the undead creatures you once battled. A Vampire. You must face a series of brutal confrontations with your nemesis, a powerful vampire lord. Your unholy showdown begins in 1200 AD medieval Europe and rages on into modern day London and New York, as you track this soulless enemy in an eternal struggle to destroy him. *Requires: Pen 233, 64mbRAM, 45pcD-ROM, 3Daccel, Windows 95.* **IBM - \$40.00**

**WARCRRAFT III Reign of Chaos** **blizzard**  
Cunning, sinister, and seemingly unstoppable, the demonic Burning Legion prepare to launch their assault on the mortal world. You command the Night Elves, Undead, savage Orcs and noble Humans. All interactive, living 3D world. Use terrain to your advantage. Powerful new legendary units who advance in level, magical objects, a revolutionary war editor. A devastating array of defensive and offensive spells. *IBM Requires: Pen II 400, 128mbRAM, 8mb3Dcard, 45pcD-ROM.* **IBM - \$77.00**  
**Warcraft III Frozen Throne** Official expansion, with new legendary heroes, enlist mercenary heroes, wield new weapons of war such as troll bat riders, mountain giants; battle your way through 26 new missions. **IBM - \$61.60**  
**Warcraft III Warzard** Unofficial expansion with four new campaigns, new multiplayer maps, new units and items, explore mystical worlds in the roleplaying campaign, leading a party of several heroes, new 3rd person 3D views. **\$46.20**  
**Warcraft III Battlechest** includes Warcraft III, Warcraft III Expansion Set, and Warcraft III Strategy Guides. *Pen II 400, 128mbRAM, 8mb3Dcard, 45pcD-ROM.* **IBM - \$110.00**

**WARLORDS IV HEROES OF ETHERIA** **SSG**  
A blend of fantasy roleplaying and turn-based strategy. Set in Etheria, dwarves, elves and Orcs have resumed hostilities, and the Undead Legions have returned. The Sirians quest for dominance, and the evil Vornans are included. New tactical objects, a system, non-linear campaign, 60 units, diplomacy, etc. *IBM PII 450, 128mbRAM.* **IBM - \$90.00**

## Dungeons & Dragons

**AD&D BALDUR S GATE The Original Saga** **Interplay**  
Includes the Expansion Tales of the Sword Coast. Baldur's Gate takes you back to the Forgotten Realms campaign setting using a *Diablo-style* game system. This is a huge game world with a multi-CD set filled with nearly 10,000 scrolling game scenes, all fully rendered in lush 16-bit SVGA graphics. Has a gripping non-linear adventure that spans seven chapters. *IBM: Pen 166, Win 95, 45pcD-ROM, 16mb RAM, 2mbSVGA.* **\$20.00**

**AD&D BALDUR S GATE II The Collection** **BioWare**  
Contains Baldur's II Shadows of Amn, Baldur's II Throne of Bhaal Expansion, plus exclusive CD with soundtrack, weapons, armor and character portraits. *IBM Requires: Pen II 233, 32mbRAM, 45pcD-ROM, 4mbSVGA.* **IBM - \$60.00**  
**D&D Icewind Dale ULTIMATE Collection** includes Icewind Dale, Icewind Dale Heart of Winter Expansion, Icewind Dale II, two complete strategy guides on disc, a soundtrack CD, and an additional level. *IBM Pen II 350, 64mbRAM.* **IBM - \$69.95**

**Neverwinter Nights Gold Edition** Contains the game and the Shadows of Undrentide expansion. *Pen II 450, 128mbRAM, 16mbSVGA, 85pcD-ROM.* **IBM - \$77.00**

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**GAMERS PACK High Intensity Action Games** **Various**  
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**RAILROAD TYCOON II Platinum** **Microprose**  
Completely re-done with stunning 3D graphics. From the year 1804 to 2000, This is a real railroad game, not just a strategy game that happens to involve railroads. Sophisticated control market, and 59 all-new scenarios. 200 page strategy guide in electronic format on the CD. *IBM, 16bit SVGA, Pen 133, 16mbRAM, 45pcD-ROM.* **IBM - \$31.00**

**STRATEGY GAME ROOM** **Hasbro**  
Contains three superb computer games: Mech Commander Gold, A Red Alert-style game where you command 1 — 3 lances of BattleMechs, with 30 + 12 missions; Civilization II Multiplayer Gold Edition, which has all the features of the regular Civ II plus heaps of new multiplayer features, and both add-ons. Conflicts, Civilization and Fantasy Wars Worlds; and Worms Armageddon, where you lead a team of heavily armed worms into combat. *IBM Requires: Pen 333, 32mbRAM, 2mbSVGA.* **IBM - \$73.70**

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# Model Kits And Action Figures

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## Dragon Model Kits

Allow a few extra days for delivery for Dragon Model Kits

**DRAGON CAN DO Pocket Army 1/144<sup>th</sup> Scale, Pre-Painted**  
These 1/144<sup>th</sup> scale tanks are just suitable for 15mm miniatures (which are 1/120<sup>th</sup> scale). These plastic AFVs are already assembled and beautifully painted.  
These are limited edition production runs. Allow a few extra days for delivery.

You cannot specify which one you get, as they come in sealed boxes. Case qty is 15.

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Richard Wittmann



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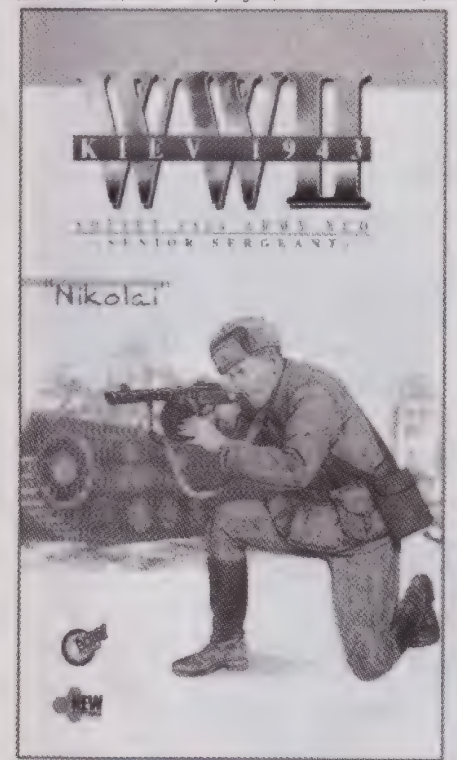
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JBWMR2621	Chinese Vickers E Mk B	\$24.00

## Eastern Express — 1/72nd Scale

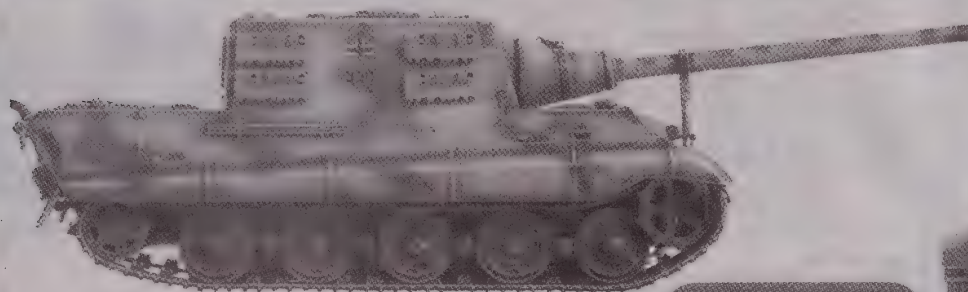
Allow 2 — 3 weeks for delivery of Mirage Model Kits

JBWRAE72014	SU-85	\$17.00
JBWRAE72015	SU-122	\$15.00
JBWRAE72050	T-34/76 Mod 1943 Early	\$17.00
JBWRAE72052	T-34/76 Flamethrower	\$17.00
JBWRAE72053	T-34/76 43 with Mine Roller	\$24.00
JBWRAE72054	T-34/85 Mod 1944 with D-5T Gun	\$20.00
JBWRAE72055	T-34/85 Mod 1944	\$20.00
JBWRAE72057	OT-34/85 Mod 1944	\$20.00
JBWRAE72058	T-34/85 Mod 1944 with Mine Roller	\$24.00

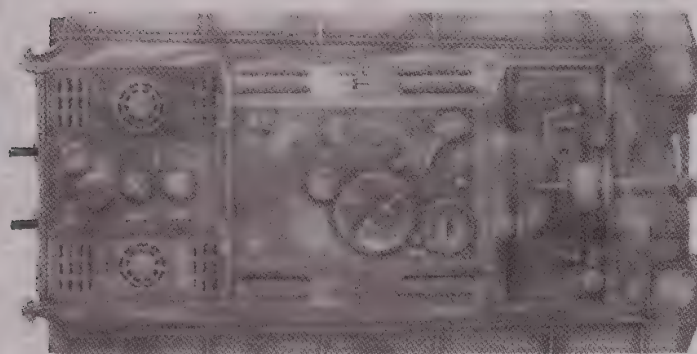


1:72  
SDIC

## DRAGON ARMOR



FULL SIZE  
1:72 SCALE MODEL

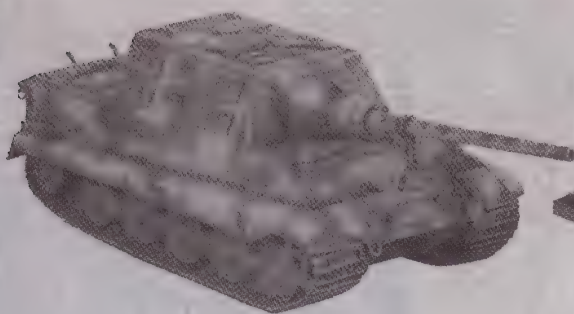


True To Scale

Authentic Detailing

Fully Assembled

Die-Cast Model



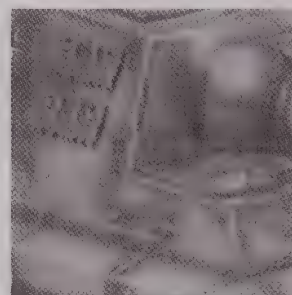
Attractive Display Case



Die-Cast Hull/Parts



Fitting Tracks



Realistic Weathering



## Scenery For Miniatures

### Color Code

- New Item Now Available and in Stock
- New Item Not Yet Released

## Armorcast's Terraform

Allow 2 - 4 weeks for delivery of Armorcast.

### Mechs

28mm figure scale, ie, Warhammer 40,000 Scale

ARMOR2510 MADCAT BATTEMECH 1/60" Scale — 20cm tall.....	\$227.25
ARMOR2511 VULTURE BATTEMECH 1/60" Scale — 20cm tall.....	\$199.70
ARMOR2320 ATLAS BATTEMECH 1/60" Scale — 26cm tall.....	\$320.00

### Ruined Buildings

ARM100 Brick Ruins Set 11 pieces of ruined brick corners.....	\$52.80
ARM101 Ruined Buildings Set two complete ruined buildings.....	\$115.15
ARM110 Ruined Building Corner with Single Door.....	\$12.95
ARM111 Ruined Building Long Corner with Double Door.....	\$12.95
ARM112 Low L Ruined Building Corners (2).....	\$17.25
ARM113 Low Ruined Building Corners with shell holes(2).....	\$17.25
ARM115 Two Stories Ruined Building Corner, Roller Door.....	\$15.30
ARM116 Two Story Ruined Building Long Corner.....	\$19.80
ARM117 Two Story Corner with Floor.....	\$23.10
ARM118 Three Story Corner with Two Floors.....	\$34.50
ARM119 Four Story Corner with Three Floors.....	\$34.50
ARM121 T Section of Ruined Building with Door.....	\$15.00
ARM122 Taller T Section of Ruined Building.....	\$13.90

### Ruined Cathedral

ARM102 Ruined Cathedral Boxed Set.....	\$115.15
Contains the complete Ruined Cathedral, 17.5cm wide, 28cm long.	
ARM123 Ruined Cathedral Straight Wall.....	\$28.05
ARM124 Ruined Cathedral Corner.....	\$28.05
ARM125 Ruined Cathedral Ends.....	\$15.85
ARM126 Cathedral Rubble I.....	\$15.85
ARM127 Cathedral Rubble II.....	\$12.45
ARM128 Ruined Cathedral Front Wall with Door.....	\$26.85
ARM129 Ruined Cathedral End Wall with Windows.....	\$26.85

### Cathedral (Undamaged)

ARM800 Cathedral Boxed Set.....	\$215.95
Contains the complete Cathedral, 17.5cm wide, 27cm long, 21cm high. Includes the roof which can be lifted off, stained glass windows. Looks fantastic.	
ARM880 Cathedral Straight Wall Section.....	\$35.55
ARM881 Cathedral Corner.....	\$35.55
ARM882 Cathedral Front Wall, Door, Rose Windows.....	\$66.25
ARM883 Cathedral End Wall with Stained Glass Window.....	\$66.25
ARM887 Ruined Gothic Walls (4) About 3cm high.....	\$19.15

### High-Tech Walls

ARM130 High Tech Walls Set 1 (2 walls).....	\$22.00
ARM132 High Tech Walls Set 2 (2 walls).....	\$22.00
ARM133 High Tech Walls Set 3 (2 walls).....	\$22.00
ARM134 High Tech Walls Set 4 (2 walls).....	\$22.00
ARM135 4 long 1 tall High Tech Walls (3 walls).....	\$18.70
ARM136 6 long 1 tall High Tech Walls (3 walls).....	\$18.15
ARM137 6 long 1 tall PipeWalls (3 walls).....	\$17.75
ARM138 PipeWalls Accessories (3) End Piece, Junctions.....	\$13.40

### Stone Walls

ARM140 10cm x 2cm Small-Rock Walls (3 walls).....	\$13.50
ARM142 10cm x 2.5cm Quarry-Stone Walls (3 walls).....	\$13.50
ARM146 10cm Straight Sandbag Walls (3 walls).....	\$13.50
ARM148 10cm Curved Sandbag Walls (3 walls).....	\$13.50
ARM160 15cm x 2cm Small-Rock Walls (3 walls).....	\$18.15
ARM162 15cm x 2.5cm Quarry-Stone Walls (3 walls).....	\$13.50
ARM190 23cm x 2cm Small-Rock Walls (2 walls).....	\$18.15
ARM192 23cm x 2.5cm Quarry-Stone Walls (2 walls).....	\$18.15

### Science Fiction Terrain

ARM210 Piles of Rubble Pile of bricks, and 25mm pile of scrap.....	\$13.75
ARM212 Medium Rubble Piles #1 (2).....	\$23.90
Brick & timber rubble piles, 5.5 x 2.5 x 1.25 and 3 x 3 x 1.	
ARM218 Large Pile of Junk 7.5cm pile of vehicle parts and junk.....	\$21.45
ARM220 Tri-Tank Fuel Cells 3 round chemical storage tanks.....	\$13.20
ARM222 Cryo Generator & Small Power Unit.....	\$13.20
ARM224 Cryo Tank, Fuel Processor, Oil Storage Tank.....	\$13.20
ARM230 Large Tri-Tank Fuel Cells.....	\$18.05
ARM232 Large Cryo Generator.....	\$14.85
ARM234 Large Fuel Processor (1).....	\$13.50
ARM236 Large Cryo Tanks (2).....	\$18.05
ARM240 Power Grid (2).....	\$14.85

### Containers

ARM310 Small Wooden Crates (9 crates).....	\$10.50
ARM312 Medium Wooden Crates (6 crates).....	\$10.50
ARM314 Medium Vertical Wooden Crates (4 crates).....	\$10.50
ARM316 Medium Vertical Metal Crates (4 crates).....	\$10.50
ARM320 Large Wooden Crates (4 crates).....	\$12.95
ARM322 Large Metal Crates (4 crates).....	\$12.95
ARM324 Large Vertical Wooden Crates (3 crates).....	\$12.95
ARM326 Large Vertical Metal Crates (3 crates).....	\$12.95
ARM340 Small Stack of Crates Set 1 (2 stacks).....	\$11.50
ARM342 Small Stack of Crates Set 2 (2 stacks).....	\$11.50
ARM343 Big Crate Stack 1, multi-level (1 stack).....	\$17.25
ARM344 Big Crate Stack 2, multi-level (1 stack).....	\$17.25
ARM345 Big Crate Stack 3, multi-level (1 stack).....	\$17.25
ARM346 Big Crate Stack 4, multi-level (1 stack).....	\$17.25
ARM380 Barrels & Drums (7).....	\$12.95
ARM382 Wooden Barrels (7).....	\$12.95

### Rocks & Giant Crystals

ARM410 Outcroppings of Giant Quartz Crystals Set 1 (2).....	\$14.00
ARM412 Outcroppings of Giant Quartz Crystals Set 2 (2).....	\$14.00
ARM418 Large Quartz Crystal (1).....	\$41.00
ARM419 Large Quartz Crystal (1).....	\$41.00

ARM420 Triple Quartz Crystal.....	\$41.00
ARM430 Outcroppings of Giant Fluorite Crystals (2).....	\$14.00
ARM432 Outcroppings of Giant Pyrite Crystals Set 1 (2).....	\$14.00
ARM434 Outcroppings of Giant Pyrite Crystals Set 2 (2).....	\$14.00
ARM442 Large & Small Sandstone.....	\$14.00
ARM443 Large Sandstone.....	\$14.00
ARM444 Slate Wall & Mesas.....	\$14.00

### Roads

ARM470 PVC Roads (4pcs, 5 x 18).....	\$29.00
ARM471 Stone Road 10 x 4.....	\$24.00
ARM472 Skull Road 10 x 4.....	\$24.00

### Rivers

ARM490 River Set (8 pieces).....	\$74.85
A river 120cm long, 9cm wide, with rocky, grassy, sandy banks.	
ARM491 River Straight Pieces (2 pieces).....	\$27.50
15cm and a 20cm long pieces of river, same as above.	
ARM492 River Curved Pieces (2 pieces).....	\$20.65
12.5cm and a 17.5cm long pieces of river, same as above.	
ARM493 River Spring & Y Intersection.....	\$24.90
ARM495 Large Pond.....	\$33.00
ARM494 3 River Roman Spring.....	\$22.00
ARM496 River 4 Straight Section plus Curved Piece.....	\$35.55
ARM497 River Transition Pieces (2) 3 becomes 4.....	\$33.00
ARM499 River Swamp.....	\$33.00

### Tools & Machinery

ARM510 Mechanic's Tool Boxes (8).....	\$11.50
ARM520 Double Check Valve.....	\$17.75
ARM521 Propane Tank A long circular gas tank, 10 x 3 x 4cm.....	\$19.15
ARM530 Transformers.....	\$19.00
ARM531 Dumpsters.....	\$19.00

### Overhead Pipeline

ARM540 Overhead Pipeline Set (13 pieces).....	\$125.00
ARM541 Overhead Pipeline (3 pieces).....	\$22.00
ARM542 Overhead Pipeline Expansion (2 pieces).....	\$17.00
ARM543 Overhead Pipeline 4-Way Junction.....	\$27.00
ARM544 Ruined Overhead Pipeline Expansion (3 pieces).....	\$17.00
ARM545 8 High Overhead Pipe (3).....	\$48.00
ARM546 8 High Overhead Pipe Expansion (2).....	\$22.00
ARM548 8 High Overhead Pipes (2).....	\$24.00
ARM550 Control Room Panels (3 computer consoles 5cm high).....	\$17.25
ARM551 Air Duct Vent (very large).....	\$13.40
ARM540 Overhead Pipeline Boxed Set.....	\$130.00
ARM544 Ruined Overhead Pipeline Expansion.....	\$19.80

### Alien Plants

ARM600 Alien Plant Set (7).....	\$105.55
ARM611 Alien Small Pod Plant Cluster.....	\$10.50
ARM612 Small Alien Plant Pod Cluster.....	\$10.50
ARM614 Alien Medium Sized Pod Plant.....	\$16.80
ARM615 Large Pod Plant.....	\$28.80
ARM624 Alien Medium Sized Mantrap Plants (2).....	\$27.85
ARM625 Large Alien Mantrap Plant.....	\$26.90
ARM630 Alien Tree Stumps (4) From 5 — 8cm high.....	\$22.55
ARM631 Alien Tree Stumps (2) 4 From 5 — 10cm high.....	\$20.65
ARM670 Alien Spike Cactus.....	\$15.30

### Tree Stumps & Dead Trees

ARM680 Dead, Shattered Trees Assortment #1 (2).....	\$24.20
ARM681 Dead, Shattered Trees Assortment #2 (2).....	\$24.20
ARM690 Small/Medium Tree Stumps (5).....	\$18.05
ARM691 Huge Giant Hollow Tree Stump (1).....	\$15.65

### Fortifications

ARM460 Crater Set (3 pieces).....	\$17.25
ARM710 Trench Starter Set.....	\$67.15
Has two weapons pits, two corners and a straight.	
ARM711 Trench Weapons Pit.....	\$23.55
The trenches are 20mm deep inside, and 25mm wide inside.	
ARM712 Straight & Corner Trenches (3).....	\$34.50
Two corner trenches pieces and one straight trench piece.	
ARM713 T-Intersection Trenches (2).....	\$20.65
Two T-Intersection Trench pieces.	
ARM714 Two Straight Trenches.....	\$26.90
ARM715 45° Trenches (2).....	\$21.10
ARM718 Small Weapons Pits.....	\$24.00
ARM720 Sandbag Bunker.....	\$71.95
A huge two story sandbag bunker.	
ARM721 Sandbag Emplacement.....	\$25.85
Large Sandbag emplacement.	
ARM722 Large Concrete Bunker.....	\$66.40
ARM723 Iron-clad Bunker.....	\$60.45
Large iron-clad bunker with removable roof. Roof holds 6 troops, interior, featuring gunslits, holds 12 troops. 5 x 4 x 2.75.	
ARM729 Gothic Dragon's Teeth Anti-tank Obstacles (4).....	\$34.95
Based on the WWII German design. Concrete anti-tank traps.	

### Bridges

ARM809 Wooden Bridge.....	\$52.75
A large wooden bridge with railing, 21cm x 12.5cm wide.	
ARM810 Stone Bridge with Gargoyle Pillars.....	\$81.55
ARM815 Tech Bridge.....	\$74.90
ARM820 Bridge of Skulls.....	\$96.00

### Egyptian Stuff

ARM830 Small Egyptian Temple (13 pieces).....	\$170.00
ARM831 Large Egyptian Temple (29 pieces).....	\$350.00
ARM832 Egyptian Temple Expansion (8 pieces).....	\$96.00
ARM834 Ruined Egyptian Columns.....	\$28.00
ARM835 Egyptian Wall Set (10).....	\$130.00
ARM836 Egyptian Gates (2).....	\$43.00
ARM837 Egyptian Wall Expansion (2).....	\$24.00
ARM848 Egyptian Large Anubis.....	\$43.00
ARM850 Egyptian Stone Obelisk 6' Tall.....	\$32.65
ARM851 Falcon (ie, Sci-Fi) Obelisk 5.5' Tall.....	\$42.25
ARM852 Alien Pyramid Tomb 5 x 5 x 3' Tall.....	\$60.45
ARM860 Tall Skull Obelisk.....	\$20.65

### Bone Stuff & Graveyard Accessories

ARM861 Bone Obelisk.....	\$21.10
ARM870 Bone Walls I.....	\$19.20
ARM871 Bone Walls II.....	\$19.20
ARM875 Skull Piles (2).....	\$21.10
ARM876 Small Skull Piles (3).....	\$20.90
ARM890 Graveyard Mausoleums (2).....	\$25.85
Two stone mausoleums, one large, one medium sized. Both have doors & roofs.	
ARM891 Graveyard Headstones 8 pieces.....	\$17.25
ARM892 Damaged Graveyard Headstones 8 pieces.....	\$17.25

### Feudal Japan

ARM990 Clan War Samurai Walls with Gate.....	\$115.15
Has an arched gate with separate doors, 2 x 10cm walls, 6 x 15cm walls, obelisk.	
ARM970 Japanese Footbridge.....	\$46.00
ARM971 Japanese Standing Arch (very tall).....	\$35.55
ARM972 Japanese Stone Lanterns (3).....	\$16.30
ARM973 Short Bamboo Walls (3) 15cm x 2.5cm.....	\$17.25
ARM974 Tall Bamboo Walls (3) 15cm x 5cm.....	\$25.85

### Medieval Cottages

ARM1212 Medieval Cottage 7.5cm wide x 15cm long.....	\$39.35
Removable roof with interior detail.	
ARM1215 Stone Cottage 7.5cm wide x 7.5cm long.....	\$28.75
Removable roof with interior detail.	

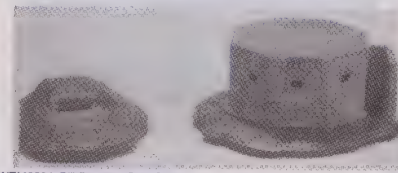
ARM1216 Stone Cottage 7.5cm wide x 11.5cm long.....	\$36.50
Removable roof with interior detail.	

## Conflux — ready painted scenery

This product will be available in June. VERY limited availability, so please PRE-ORDER. First run already sold out.

### 15mm — 20mm World War II

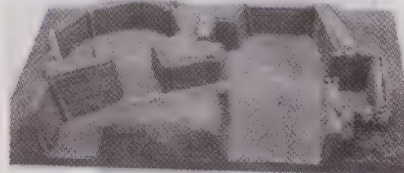
These are ready painted, durable polystone, ruined buildings or field fortifications, suitable for WWII or Modern miniatures gaming. Suitable for 15mm, 1/72<sup>nd</sup> and 1/76<sup>th</sup> scale miniatures.



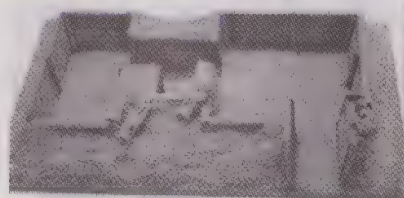
JBWEM6501 Pill Box and Dug Out.....\$9.00



JBWEM6502 Ruined 2 Story Village House, with removable roof, floors.....\$35.00



JBWEM6503 Twin Gun Emplacements.....\$13.00



JBWEM6504 Redoubt with Two Gun Pits.....\$13.00



JBWEM6505 Desert/Tropical Emplacement with ammo stash.....\$13.00



JBWEM6506a Stalingrad Ruins.....\$19.00

JBWEM6506 Stalingrad Ruins in Winter.....\$19.00

JBWEM6507 Kursk Ruins in Winter.....\$19.00

JBWEM6507a Kursk Ruins.....\$19.00



JBWEM6508 Command Post with Removable Roof and Gun Pit.....\$19.00



# 46 - Miniatures: Renaissance - 19th Century



JBWEM6509 Ruined European Villa with removable first floor ..... \$34.00

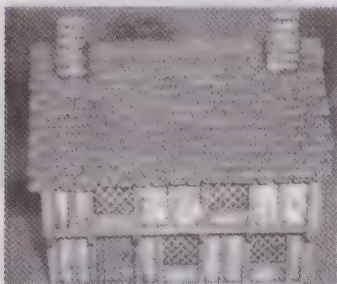


JBWEM6510 Ruined European House with removable first floor.....\$34.00

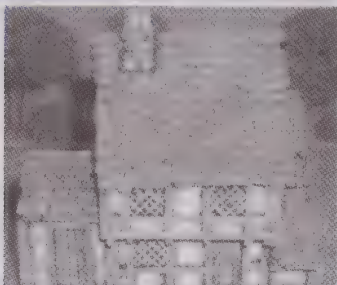
## 28mm Fantasy/Medieval

This product will be available in June. VERY limited availability, so please PRE-ORDER. First run already sold out.

These are ready painted, durable polystone, fantasy/medieval buildings. Suitable for 25mm and 28mm miniatures.



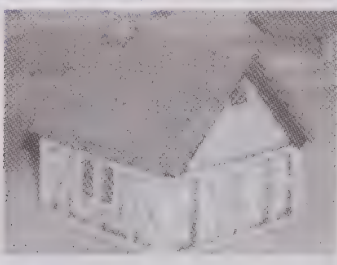
JBWEM6601 Merchant's House ..... \$34.00



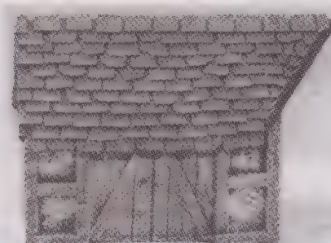
JBWEM6802 Guild Master's House.....\$34.00



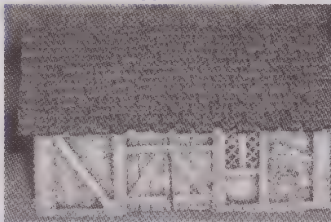
JBWEM6803 Village House with Hay Loft ..... \$25.00



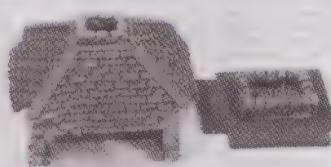
JBWEM6804 Village Tavern ..... \$22.00



JBWEM6805 Tavern Extension Wing (joins to the tavern) ..... \$18.00



JBWEM6806 Coach House and Stables ..... \$26.00



JBWEM6807 Blacksmith's Forge.....\$22.00

## Dwarven Forge Master Maze

**DWF MM001 Master Maze Room Set** To be used with Room & Passage Set below. Has 29 Room pieces, 2 swinging doors, and 50 bow tie connectors. ....\$120.00

**DWF MM002 Master Maze Room & Passage Set** Beautiful 3D dungeon sets, for 25mm scale or smaller figures. Each piece is intricately sculpted, cast in durable resin, and hand painted, with felt under each piece. Pieces can be arranged into rooms and passages of infinite shapes and sizes. Has 9 passage pieces, 25 room pieces, 3 swinging doors, 55 connectors. ....\$178.00

**DWF MM003 Master Maze Octagonal Room Set** To be used with the above, includes 29 Room pieces that make up an octagonal room, 2 swinging doors, and 50 bow tie connectors. ....\$120.00

**DWF MM006 Master Maze Wicked Additions Set** Has 2 Curved Passage Pieces, 4 Curved Corner Room Pieces, 2 Large Rectangular Floor Tiles, 2 sets of Upper and Lower Stairs, 4 Red Pillars, 1 Long Straight Passageway, 1 Demon Archway, 1 Raisable Portcullis, etc. ....\$158.00

**DWF MM007 Master Maze Ogres Den Set** Has one finely detailed all-purpose monster's lair—very cute! Also a swinging door, raisable portcullis, treasure. ....\$120.00

**DWF MM009 Master Maze Deluxe Room Set** 6 wall pieces with torch holders, 6 unit torches, 6 lit torches, 6 corner wall pieces, 11 floor pieces, 2 swinging doors, secret door-wall, 50 bow tie connectors. ....\$138.00

**DWF MM010 Master Maze 15 Short Passages Set** Has 14 short straight passage pieces, 1 dead end short passage, 30 bow tie connectors. ....\$120.00

**DWF MM011 Master Maze Wicked Additions 2 Set** 1 Mermaid Fountain, 2 spiral stairs, 4 pedestals, dead-end short passage, secret door, 2 x stairs down, 4 long wall pieces, 2 large square floor pieces, 40 connectors. ....\$158.00

**DWF MM012 Dungeon Accessories Set** .....\$58.00

**DWF MM013 Medieval Furniture Set** .....\$58.00

**DWF MM015 Cavern Set** .....\$238.00

**DWF MM016 Treasure & Magic Items Set** This MasterMaze Advanced Builder Set contains the following floor pieces: Extenders (set of 10), Half Walls (set of 4), Half Corners (set of 4), (2) Narrow Dead Ends, Wide Dead Ends (set of 4), Alcoves (set of 4), and a 6 Long Passage. ....\$158.00

**DWF MM018 Traps Set** Over a dozen nasty cruel traps await your intrepid adventures in this MasterMaze Trap Set. But, don't tell anyone, cause they're supposed to be a secret! ....\$138.00

**DWF MM019 Traps Set 2** .....\$138.00

**DWF MM020 Cavernous Passages Set** 4 way passage, T passage, T passage with chasm, long passage, 2 curved passages, etc. ....\$220.00

DWF 017-A2 Narrow Dead Ends (2) .....\$16.00

DWF 017-D3 6 Long Passage .....\$20.00

DWF 017-D4 Wide Dead Ends (4) .....\$24.00

DWF 017-EXT Extenders (10) .....\$30.00

DWF 017-HC Half Corners (4) .....\$24.00

DWF 017-HW Half Walls (4) .....\$24.00

DWF 017-S2 Alcoves (4) .....\$24.00

DWF 018-DFT Short Passage w/Pit (2) .....\$20.00

DWF 018-DWT 6 Long Passage w/Moat & Log .....\$30.00

DWF 018-E2L L-Shaped Passage w/Left Swing Traps .....\$30.00

DWF 018-E2R L-Shaped Passage w/Right Swing Traps .....\$30.00

DWF 018-PTB Wall With Pit (2) .....\$16.00

DWF 018-PTC Floor With Pit (4) .....\$20.00

DWF 018-R Wooden Ramp w/Stone Boulder .....\$20.00

DWF 018-SVL Secret Swiveling & Slamming Wall .....\$30.00

DWF 020-CPCC Cavernous Passage Corner Conversion .....\$24.00

DWF 020-CPD Cavernous Short Passage (4) .....\$32.00

DWF 020-CPD3 6 Long Cavernous Passage .....\$20.00

DWF 020-CPE L-Shaped Cavern Passage w/Arch .....\$24.00

DWF 020-CPF T-Shaped Cavern Passage w/Chasm .....\$24.00

DWF 020-CPFL T-Shaped Curved Cavern Passage .....\$20.00

DWF 020-CPG 4-Way Cavernous Passage .....\$30.00

DWF 020-CPL Curved Cavern Passage .....\$16.00

DWF 020-CPD Twisted Cavernous Passage Conversion .....\$36.00

DWF 020-CPD Dead End Caves (4) .....\$24.00

DWF 020-CPX Rocks Stalagmites & Mithril Silver .....\$24.00

DWF A Right Angle Wall Set (4) .....\$24.00

DWF B 4-2 Long Wall Pieces .....\$24.00

DWF BA Barrel Set (5) .....\$20.00

DWF BD Bed Set (2) .....\$20.00

DWF BN Bench Set (8) .....\$20.00

DWF BT Torch Wall W/2 Lit Unit Torches .....\$16.00

DWF C 5-2 x2 Floor Pieces .....\$24.00

DWF CA Stalagmites Set (6) .....\$24.00

DWF CA-C Curved Cavern Corner Piece .....\$24.00

DWF CA-CC Curved Cavern Corner Conversion Piece .....\$24.00

DWF CA-M Complex Cavern Corner Piece .....\$24.00

DWF CA-O Small Water Tube Set (8) .....\$24.00

DWF CA-S Twisted Cavern Conversion Piece .....\$24.00

DWF CA-T Straight Cavern Wall Piece .....\$24.00

DWF CA-U Dead End Cavern Piece .....\$24.00

DWF CA-X3 Small Flat Cavern Rocks Set (8) .....\$20.00

DWF CA-X4 Medium Flat Cavern Rocks Set (4) .....\$20.00

DWF CA-X5 Cavern Floor Piece .....\$20.00

DWF CD Standing Torches Set (6) .....\$20.00

DWF CH Chairs Set (6) .....\$20.00

DWF CR Barrels & Crates Stack Set (3) .....\$20.00

DWF E T Shaped Passage Piece .....\$16.00

DWF F L Shaped Passage Piece .....\$20.00

DWF G 4-way Passage Piece .....\$24.00

DWF GR Grain Sack Piles Set (3) .....\$20.00

DWF H Swinging Door .....\$20.00

DWF I 55 Bow Tie Connectors .....\$4.00

DWF IND-AMR Magical Weapons & Armor .....\$20.00

DWF IND-CHE Chests (3) .....\$20.00

DWF IND-GP Coin Stacks & Piles .....\$24.00

DWF IND-GRK Greek Vases (2) .....\$20.00

DWF IND-SCR Scrolls & Magical Tome .....\$20.00

DWF J Diagonal Wall (4) .....\$24.00

DWF M&N Upper & Lower Stair .....\$20.00

DWF MF Mermaid Fountain .....\$24.00

DWF NA-D Straight & Narrow Passage Pieces (4) .....\$30.00

DWF NA-DR Narrow Swinging Doors (2) .....\$24.00

DWF NA-E Narrow Right Angle Passage Pieces (2) .....\$20.00

DWF NA-F Narrow T-shaped Passage Pieces (2) .....\$20.00

DWF NA-G Narrow 4-way Passage Pieces (2) .....\$20.00

DWF NA-V Narrow Passage Conversion Set (2) .....\$24.00

DWF P Red Pillars Set (8) .....\$30.00

DWF Q Raisable Portcullis .....\$20.00

DWF SA Sacks (5) & Chest (1) Set .....\$20.00

DWF SD Swiveling Secret Door .....\$20.00

DWF SP Spiral Stair .....\$20.00

DWF TB Table Set (2) .....\$20.00

DWF TR Urns & Pots Assorted Set (6) .....\$20.00

DWF W Pedestals Set (8) .....\$16.00

DWF X 4 x6 Floor Tile .....\$16.00

## Monday Knight Productions

By an ex-Geo Hex staff. Exactly the same quality and flock as the previous Geo-Hex ones.

MKP51001 Battlefield Green Mat 6 x 4 .....\$88.00

MKP51002 Battlefield Desert Mat 6 x 4 .....\$88.00

MKP51003 Battlefield Seascape Mat 6 x 4 .....\$82.50

MKP51004 Battlefield Starscape Mat 6 x 4 .....\$78.50

MKP51005 Battlefield Sky Mat 6 x 4 .....\$78.50

MKP51050 Battlefield Green Mini-mat 3 x 3 .....\$46.00

MKP51051 Battlefield Desert Mini-mat 3 x 3 .....\$46.00

MKP51101 Battlefield Hexed Green Mat 6 x 4 .....\$99.00

MKP51102 Battlefield Hexed Desert Mat 6 x 4 .....\$99.00

MKP51103 Battlefield Hexed Seascape Mat 6 x 4 .....\$92.00

MKP51105 Battlefield Hexed Starscape Mat 6 x 4 .....\$92.00

MKP51106 Battlefield Hexed Sky Mat 6 x 4 .....\$92.00

MKP51150 Battlefield Hexed Green Mini Mat 3 x 3 .....\$46.00

MKP51151 Battlefield Hexed Desert Mini Mat 3 x 3 .....\$46.00

## Miniature World Maker

This is a new locally produced range of rubber scenery. The scenery comes flocked and completely painted. All you have to do is open the bag and use it!

Please allow up to 3 weeks for delivery, as these items are made to order.

### Scenery Suitable for 15mm & 20mm Figures

**MWMDBA01 Dirt Road Pack** .....\$25.00

3 straight & 4 curved pieces all 6 long, 2 straight sections 3 long.

**MWMDBA01a Dirt Road Pack** .....\$13.00

1 T Section, 1 Y Section, 1 Crossroads Section, each 6 long.

**MWMDR002 Cobblestone Road** .....\$12.50

4 x 6 cobblestone road pieces.

**MWMRCB01 Cobblestone Road Pack** 6 x 12 pieces, 2 x 12 curved pieces, Y & T junctions, large town square .....\$72.00

**MWMRDT01 Dirt Road Pack** 4 straight & 6 curved 10 pieces, 2 x T, 1 x Y Junction, 1 x crossroads. ....\$73.00

**MWMRDT02 Dirt Road Sections** 4 x 10 sections. ....\$73.00

**MWMRIV1 River Pack** 4 x 35cm Straight, 2 x 30cm Curved, 2 S-Bend, 2 Y-Junction, 2 Ford sections. Narrow river, wide bank. ....\$73.00

**MWMRIV1a DBA River Pack** Contains 5 river pieces, including ford & curved section. ....\$29.00

**MWMRIV2 River Straight Sections** 3 x 51cm straights .....\$24.50

**MWMRIV3a Rapids** 26cm S-bend with rapids. ....\$10.50

**MWMRIV5 River Bend with Rocky Banks** Bend in a river which passes through a rocky gorge. ....\$16.50

**MWMRIV6 Pond** 16cm x 23cm pond for river to flow into. ....\$16.50

**MWMRIV07a Stone Bridge** Spans a section of river. ....\$12.50

**MWMRIV07b Broken Stone Bridge** Spans a section of river. ....\$12.50

**MWMRIV12 Large L-Shaped Pond** .....\$27.00

32cm by 17cm hedged by trees and rocks.

**MWMRIV06 River Pack** 3 x 16cm Straight, 2 curved, 1 ford, 1 T, 1 bridge crossing sections. Wide river, narrow bank. ....\$64.00

**MWMRiv20-2 New River Pack (15mm scale)** 8 sections measuring 7.5 .....\$78.50

**MWMSW01a-d Coastline** 12 x 2 w/ water/beach that extends from 40mm — 80mm into the water. 4 types. ....\$17.50 ea

**MWMSW01f Coastline With River Mouth** As above, but with a river mouth that joins to Riv1. ....\$17.50 ea

**MWMSW01g Coastline With River Mouth** As above, but with a river mouth that joins to Riv20. ....\$17.50 ea

**MWMC1 Medieval Village Scene** .....\$40.00

Large stone house, small house with walled surround, pig-sty, wicker fence, bee hives, etc. 29cm x 29cm

**MWMC1a Small Medieval Village Scene** .....\$33.00

Smaller version of C1. 24cm x 18cm

**MWMC2 Celtic Village Scene** .....\$50.00

Celtic village on a hill, within a wooden stockade. 29cm x 29cm.

**MWMC3 Field of Vegetables & Vines** .....\$28.50

Cottage plus walled fields with vegetables and vines. 29cm x 58cm.

**MWMC4 Vine Covered Field** .....\$18.00

Field covered in neat rows of vines. 22cm x 19cm.

**MWMC7 Flat Grassy Field** .....\$18.00

Stone walls along three sides, rocks on the fourth. 25cm x 18cm.

**MCMB3 Walled Field** .....\$22.50

Has cornfield & ploughed section. Walls on three sides, hedge on the fourth. 24cm x 21cm.

**MWMC9 Rectangular strip of Fields** .....\$40.00

Cornfield, ploughed field, vegetable fields, vineyard, small orchard, all on one 52cm x 24cm base. Fields can be cut apart if desired.

**MWMC10 Graveyard** .....\$16.00

Walls on two sides, hedges on the other two. 15cm x 11cm.

**MWMC11 Plantation** .....\$37.50

40cm x 25cm and contains central grassed area which may be used for a mansion, a small grassy field, and three fields of crops, all clearly divided by walls or earth banks. 2 road entrances.

**MWMC14 Marshland** .....\$20.00

Marsh with rocks and reeds. 25cm x 21cm.

**MWMC15 Gorge** .....\$47.50

2 large rocks, road section, river section. Two x 25cm x 13cm x 7cm.

**MWMC17 Haystacks** .....\$18.00

Two rectangular fields of wheat, three haystacks, 6 wheat sheaves.

**MWMC18 Water Village** .....\$34.00

Small water village scene, houses, canoe on wooden dock.

**MWMC20 Early European House** 17.5x10cm .....\$23.00



<b>MWMC21 DBA Base</b> .....	\$11.50
Ancient wicker house in farm setting. 10cm x 10cm.	
<b>MWMC21a DBA Base</b> .....	\$11.50
Nomadic hut set in small square. Approx. 80mm x 70mm	
<b>MWMC22 DBA Base</b> .....	\$11.50
Ancient wicker house, small palisade wall on 2 sides. 12cm x 10cm.	
<b>MWMC23 Pack of Two Fields</b> .....	\$17.50
Walled ploughed field with rocky terrain, and ploughed vegetable field. 15cm x 14cm and 15cm x 15cm.	
<b>MWMC24 Wooden House with Barn</b> .....	\$30.00
Wooden slated house with barn attached.	
<b>MWMC25 Wooden House</b> .....	\$25.50
Wooden slated house with wooden slated barn.	
<b>MWMC26 Wooden Barn</b> .....	\$16.00
Two large bales and two small bales of hay, two wooden rafts, different log piles, hay stacks, log stacks.	
<b>MWMC27 Hay and Log Pack</b> .....	\$20.50
<b>MWMC28 Rough Ground</b> .....	\$17.50
Patch of rough ground with 4 trees and rocks. 15cm x 15cm.	
<b>MWMC29 Field with Sunken Road</b> .....	\$20.00
Ploughed field with stone walls, road lined with rocks. 25cm x 21cm.	
<b>MWMC30 Rocky Outcrop</b> .....	\$17.00
Rocky outcrop used for blocking spot on board. 7 x 3 1/2 x 3 1/2	
<b>MWMC30a Rocky Outcrop</b> .....	\$11.00
Rocky outcrop used for blocking spot on board. 13cm x 9cm x 7cm.	
<b>MWMC30b Rocky Outcrop</b> .....	\$11.00
Rocky outcrop used for blocking spot on board. 15cm x 8cm x 6cm.	
<b>MWMC30c Long Hill</b> .....	\$32.50
Rocky, grassy hill 500mm long x 90mm wide x 65mm high.	
<b>MWMC31 Small Marsh</b> .....	\$15.50
Small marsh 20cm x 12.5cm.	
<b>MWMC34 Ruined Building Corner</b> .....	\$11.00
Small ruined building corner. 7cm x 7cm.	
<b>MWMC35 Palm Trees on Base</b> .....	\$17.00
3 palm trees, 5.5cm high, on 9cm x 9cm base.	
<b>MWMC37 Palm Tree on Base (1)</b> .....	\$10.50
Palm tree on a 90mm x 90mm base, 60mm high.	
<b>MWMC38 Palm Trees on Base (2)</b> .....	\$13.00
Two palm trees on a 90mm x 90mm base, 60mm high.	
<b>MWMC39 Burnt-Out Wood</b> .....	\$18.50
Burnt-out wood, 27cm x 8cm.	
<b>MWMC40 Partially Built Log Cabin</b> .....	\$11.00
90mm x 110mm base, house 60mm x 50mm x 25mm high.	
<b>MWMC52 Rectangular Field</b> .....	\$17.50
21cm x 16cm field, with two triangular ploughed fields.	
<b>MWMC52a Rectangular Field</b> .....	\$16.00
21cm x 16cm field, ploughed field.	
<b>MWMC53 Narrow Field</b> .....	\$11.00
23cm x 10cm field, ploughed field.	
<b>MWMC54 Large Narrow Field</b> .....	\$15.50
28cm x 10cm field, ploughed field.	
<b>MWMC55a Small Enclosed Ploughed Field</b> .....	\$11.50
14cm x 10cm field, ploughed field, bordered by walls & hedges.	
<b>MWMC56 Large Field</b> .....	\$29.50
41cm x 17cm field, vines, trees, ploughed sections, veg sections.	
<b>MWMC57a Country Lane with Trees, Field</b> .....	\$75.00
Scene with ploughed fields, tree lined country lane (14 trees)	
<b>MWMC71a Large Rock Pack</b> .....	\$27.50
Twelve assorted rocks of varying sizes and shapes.	
<b>MWMC71b Rock Pack</b> .....	\$17.50
Six assorted rocks of varying sizes and shapes.	
<b>MWMC81a Large Medieval Hut with Lean-to</b> .....	\$17.00
90mm x 75mm, 50mm high.	
<b>MWMC81b Small Medieval Hut</b> .....	\$14.50
70mm x 60mm, 40mm high.	
<b>MWMC81c Underground Medieval Hut</b> .....	\$7.50
70mm x 60mm, 30mm high. Most of the hut is under the ground!	
<b>MWMC81d Medieval Village</b> .....	\$67.50
Stunning setting with huts, (the 3 above) on a lovely base that is 29cm by 29cm, complete with fields, stream, walls.	
<b>MWMC83 Napoleonic European Farm</b> .....	\$30.00
European farm and buildings enclosing a courtyard. La Haye Sainte?	
<b>MWMC84 DBA/DBM Walled Town with Temple</b> .....	\$20.50
Ancient BUA 12cm x 18cm town, temple, within walls.	
<b>MWMC90a Medieval Norman Church</b> .....	\$24.00
Medieval church with tower 14cm x 7.5cm x 11cm	
<b>MWMC90b Church with Tower</b> .....	\$24.00
Famous African walled town	
<b>MWMC95 Khartoum</b> .....	\$85.00
Napoleonic Headquarters With courtyard	
<b>MWMC96 Napoleonic Headquarters</b> .....	\$110.00

## Scenery Suitable for 25mm & 30mm Figures

<b>MWMDT1 Wide Dirt Road Pack</b> .....	\$49.00
4 Straight sections, 30cm ea, 2 Curved sections, 18cm ea, the road being 12.5cm wide.	
<b>MWMDT1a Wide River Pack</b> .....	\$60.00
4 Straight sections, 37cm ea, 2 Curved sections, 23cm; 12.5cm wide.	
<b>MWMDT1b Trenches</b> .....	\$39.00
Four straight trenches, 22cm x 3cm, 25mm scale.	
<b>MWMDT2 Trenches</b> .....	\$22.50
T-section, curved section, end section, 25mm scale.	
<b>MWMDT2a Gun Emplacement</b> .....	\$38.00
20cm x 30cm	
<b>MWMDT2b Command Centre/Trench</b> .....	\$44.00
22cm x 23cm	
<b>MWMDT3 Field Works</b> .....	\$20.50
Palisades with earth bank. Eight pieces. 15mm scale.	
<b>MWMDT4 Gun Emplacement</b> .....	\$15.50
Concrete heavy gun emplacement. 15mm-20mm scale.	
<b>MWMDT4a Fox Holes &amp; Machine Gun Nests</b> .....	\$17.00
Pack of eight concrete fox holes and machine gun nests. 15mm scale.	
<b>MWMDT5 Concrete Bunker</b> .....	\$15.50
15mm-20mm scale	
<b>MWMDT5a Sandbag Gun Emplacement</b> .....	\$14.50
Gun emplacement made of sandbags, 15cm x 10cm, 15mm scale.	
<b>MWMDT5b CAMP SITE</b> .....	\$11.00
With three tents, campfire, and rock pile. Approx. 100mm x 90mm	
<b>MWMDT5c SMALL BUNKER BUILT INTO HILLSIDE</b> .....	\$8.50
Camouflaged bunker measures approx. 140mm x 90mm (5 1/2 x 3 1/2) at widest points.	
<b>MWMDT5d LARGE BUNKER BUILT INTO HILLSIDE</b> .....	\$10.50
Camouflaged bunker measures approx. 170mm x 90mm (6 1/2 x 3 1/2) at widest points.	
<b>MWMDT5e DRAGON S TEETH</b> .....	\$15.00
Pack containing 2 triangles, 2 small rectangles, and 4 large rectangles of concrete blocks, sizes as shown below.	
<b>MWMDT5f DRAGON S TEETH</b> .....	\$10.50
Pack of 4 rectangular strips of concrete blocks, each approx. 80mm x 40mm	
<b>MWMDT5g DRAGON S TEETH</b> .....	\$10.50
Pack of 6 rectangular strips of concrete blocks, each approx. 50mm x 35mm	
<b>MWMDT5h DRAGON S TEETH</b> .....	\$8.50
Pack of 6 triangular pieces with four concrete blocks. Sides of triangles approx.	

## Citadel Scenery

By Games Workshop	
<b>CIT957883 40K Obstacles: Barricades</b> .....	\$27.00
6 broken n-tech walls on grass, from 10cmx2.5cm to 16cmx3cm.	
<b>CIT957880 Warhammer Hedges &amp; Walls</b> .....	\$27.00
3 stone walls 15cm x 2.5cm, 3 large hedges, 17cm x 3cm.	
<b>CIT957903 Flocked Gaming Battlefield</b> .....	\$45.00
180cm x 120cm flocked mat, with static grass. (Paper base)	
<b>CIT957125 Warhammer 40K Battlefield Accessories</b> .....	\$16.00
Tank traps, barrels, shell casings, etc.	

<b>CIT974504 Warhammer Fortress</b> .....	\$135.00
<b>CIT958412 Citadel Fortress Gate</b> .....	\$31.50
<b>CIT958429 Citadel Fortress Wall</b> .....	\$31.50
<b>CIT958436 Citadel Fortress Tower</b> .....	\$31.50
<b>CIT943371 Hills</b> .....	\$36.00
<b>CIT957132 Ruined Buildings for 40K</b> .....	\$16.00

## The Cabil

**Dirt Cheap Cityscapes** Print and assemble colorful 3D city layouts, skyscrapers, skywalks, restaurants, city sections such as streets, sidewalks, parks, building interiors — print them on a 1 or 1.5 square grid; also colorful and realistic cards, trucks, busses, and other 3D scenic accessories. **IBM Pen II**..... **IBM** - \$57.00

**Village-on-the-Cheap** Print and assemble colorful 3D fantasy villages and towns. Includes main gain, modular city walls, Tavern, Town Square items, Coaches, Forge, Shack, Barn, Jail, Farmhouse and Barn accessories, magic shop, etc. **IBM Pen II**..... **IBM** - \$50.00

# K & M Model Trees



<b>DG25 Deciduous Tree - Green</b> .....	Height - 2.5cm
<b>DX25 Deciduous Tree - Autumn/Blossom</b> .....	Height - 2.5cm

**\$1.50 each unbased or \$67.50 for a box of 50**  
(There are no suitable bases. Trees are suitable for 1/300th: Epic Warhammer 40,000, BattleTech, Micro, etc.)



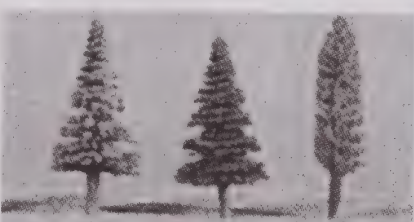
<b>F25 Fir Tree</b> .....	- Green	Height - 2.5cm
<b>P25 Poplar Tree</b> .....	- Green	Height - 3.0cm

**\$1.50 each unbased or \$67.50 for a box of 50**  
(There are no suitable bases. Trees are suitable for 1/300th: Epic Warhammer 40,000, BattleTech, Micro, etc.)



<b>DG50 Deciduous Tree - Green</b> .....	Height - 5cm
<b>DX50 Deciduous Tree - Autumn/Blossom</b> .....	Height - 5cm

**\$2.50 each unbased or \$45.00 for a box of 20**  
**\$3.25 each based or \$58.50 for a box of 20**  
(Trees are suitable for 15mm or 1/300th: DBM, Napoleonic, Epic Warhammer 40,000, BattleTech, Micro, etc.)



<b>F50 Fir Tree</b> .....	- Green	Height - 5.5cm
<b>P50 Poplar Tree</b> .....	- Green	Height - 5.5cm

**\$2.50 each unbased or \$45.00 for a box of 20**  
**\$3.25 each based or \$58.50 for a box of 20**  
(Trees are suitable for 15mm or 1/300th: DBM, Napoleonic, Epic Warhammer 40,000, BattleTech, Micro, etc.)



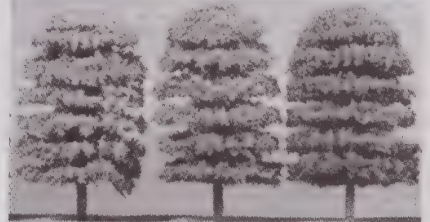
<b>DG70 Deciduous Tree - Green</b> .....	Height - 7cm
<b>DX70 Deciduous Tree - Autumn/Blossom</b> .....	Height - 7cm

**\$3.95 each unbased or \$71.10 for a box of 20**  
**\$4.70 each based or \$84.60 for a box of 20**  
(Suitable for all 25mm figures, eg Warhammer Fantasy and 40K, and all 15mm games such as DBM.)



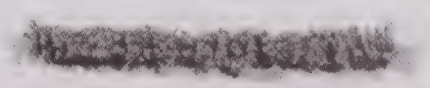
<b>F90 Fir Tree</b> .....	- Green	Height - 9 cm
<b>P90 Poplar Tree</b> .....	- Green	Height - 9 cm

**\$4.95 each unbased or \$89.10 for a box of 20**  
**\$5.70 each based or \$102.60 for a box of 20**  
(Suitable for all 25mm figures, eg Warhammer Fantasy and 40K, and all 15mm games such as DBM.)



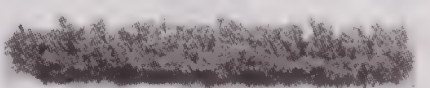
<b>DG125 Deciduous Tree - Green</b> .....	Height - 12.5 cm
<b>DX125 Deciduous Tree - Autumn/Blossom</b> .....	Height - 12.5 cm
<b>P125 Poplar Tree - Green</b> .....	Height- 12.5 cm

**\$6.75 each unbased or \$121.50 for a box of 20**  
**\$7.50 each based or \$135.00 for a box of 20**  
(Suitable for all 25mm figures, eg Warhammer Fantasy and 40K, Warzone, and 1/72nd or 1/76th scale, eg Panzerfaust.)



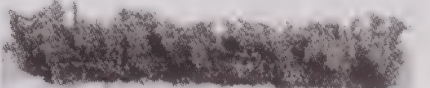
**Small Green Hedge**.....Size - 15 cm long by 1.6cm high

**\$3.95 each or \$71.10 for a box of 20**  
(Suitable for 15mm ancients, Napoleonic, fantasy etc, or as a small hedge for Warhammer Fantasy or 40K, WW2.)



**Large Green Hedge**.....Size - 17cm long by 2cm high

**\$5.50 each or \$99.00 for a box of 20**  
(Suitable for all 25mm figure scales, eg, Warhammer Fantasy or 40K, World War Two, US Civil War, etc.)



**Country Hedge**.....Size - 17cm long by 2+cm high

**\$8.95 each or \$161.10 for a box of 20**  
(Suitable for all 25mm figure scales, eg, Warhammer Fantasy or 40K, World War Two, US Civil War, etc.)

## K & M FLOCK

An excellent range of fine flock to put on the bases of your miniatures.

<b>K&amp;MSCATTER1</b> .....	Grass Green Flock.....	\$5.50
<b>K&amp;MSCATTER2</b> .....	Grass Medium Green Flock.....	\$5.50
<b>K&amp;MSCATTER3</b> .....	Light Olive Green Flock.....	\$5.50
<b>K&amp;MSCATTER4</b> .....	Dark Olive Green Flock.....	\$5.50
<b>K&amp;MSCATTER7</b> .....	Dark Green Flock.....	\$5.50
<b>K&amp;MSCATTER9</b> .....	Dark Brown Flock.....	\$5.50
<b>K&amp;MSCATTER11</b> .....	Bitter Chocolate Flock.....	\$5.50
<b>K&amp;MSCATTER14</b> .....	Golden Sand Flock.....	\$5.50



# Miniatures & Miniatures Rules

## Color Code

- New Item Now Available and in Stock
- New Item Not Yet Released

## Ancients & Medieval Warhammer Ancient Battles

**WHW Warhammer Ancient Battles** Warhammer Fantasy Battles goes historical! Designed by Jervis Johnson and Rick Priestley, two Games Workshop staff. Uses the same basic rules as Warhammer Fantasy Battles, but there is no magic and no mega-powerful characters (yes!), just commanders, standard bearers, musicians, and the various troop types - so you can just focus on tactics and combat! Only ancient and medieval weapons are catered for, such as thrusting spears, heavy throwing spears such as the pilum; kontos, lance, javelins, four types of bow, etc. Armor is none, light or heavy. Shields can be normal, large or buckler. There are rules for chariots, skirmishers, artillery; two complete army lists: Late Marian/Early Imperial Rome, and Barbarian (Gallic and British Celts, picts, Dacian, early Goths and Franks), etc. The rules are lavishly illustrated with beautiful full color prints of 25mm painted soldiers. **\$63.00**

**Alexander The Great** Historical overview of the period, detailed army lists for the armies of Philip and Alexander, Darius and his Satrapal generals, the Indian army, Greek mercenaries and barbarians. Has four famous battles, a 16 page full color section, etc. **\$63.00**

**ARMIES OF ANTIQUITY** Armies of Antiquity includes lists for all of the following armies: Sumerian, Egyptian, Hittite, Trojan Wars, Assyrian, Persian, Ancient Greek, Alexander & his Successors, Ancient Indian, Republican Roman, Cathaginian, Late Roman, Cataphract, Byzantine, The Nomad Hordes, The Saracens, Saxon, Viking, Norman, Crusader, Ancient Chinese, and Samurai. **\$34.50**

**CHARIOT WARS** The chariot armies from 2500 - 500 BC, including Sumerian & Akkadian, New Kingdom Egyptian, Late Babylonian and Assyrian, Hammurabic Babylon, Hittite Empire, the Israelites and Mycenaean Greek & Trojan. Lots of color photos & plates. **\$45.00**

**El Cid** Warfare in the Spanish Reconquista, 900 - 1250 AD, with eight army lists, for 3 armies of Christian Spain, two African invaders, and three Moorish armies of Al-Andalus. Lovely 16 page color section. **\$45.00**

**ENGLISH CIVIL WAR** Complete rules for fighting English Civil War 25mm+ tabletop battles, comprehensive campaign system including a map of 17th century Britain, painting and collecting a Civil War Army, army lists for Covenanters, Montrose, Parliamentarians and Royalists. **\$63.00**

**FALL OF THE WEST** Covers the period that marked the end of the Western Roman Empire and the start of the Dark Ages, 350 AD - 480 AD. The army list lets you build the following armies: Roman Limitanei, Roman Comitatuses, Sea Raiders, Western, Central and Eastern Barbarians, North African, Warlord, Also scenarios, new rules, battles, etc. **\$52.25**

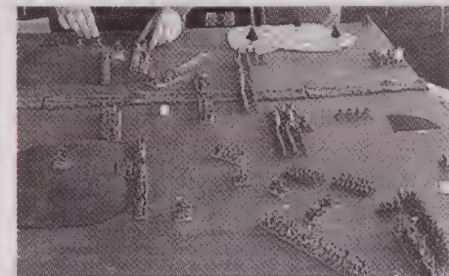
**SHIELD WALL Warfare** in the Viking Age 790-1085 AD. Contains a historical background and chronology outlining the important events as well as 28 detailed regional army lists, including armies of the Norsemen, English, Caledonians, Welsh, Irish, Western Franks, Normans. **\$63.00**

## D.B.A.

**WRG De Bellis Antiquitatis Fast Play Ancients Rules 2.0** This new version of DBA has been fully revised to be more in line with DBM Version 3.0. At 52 pages, it is over twice the size of the previous edition of DBA, due to 32 pages of army lists which tie directly into their DBM equivalents. DBA is a simple set of ancient & medieval miniatures rules. Each player needs only 12 elements each, normally with 2 - 4 figures per element. Very suitable for 25mm, 15mm, or 6mm scale games. Contains simple rules for laying out terrain, then each player throws one die per turn to manoeuvre their 12 elements, and combat and shooting is resolved with simple dice throws and a table of results. There are many different troop types, most of which have special abilities in certain terrains or against certain opponents. For example, knights destroy any foot types if they obtain a higher score, bow destroy knights if the knights charge their front and get a higher score than the knights. Differences in rules to the previous edition is the troop type horde is added, knights finally kill blades when they recoil them, pikes & warband don't get rear support against missile armed troops in close combat, spear only get rear support against knights & spear, auxilia get psilo support, bow get no penalties in bad going, etc. **\$22.00**

## D.B.M.

**WRG D.B.M. 3.0 DE BELLIS MULTITUDINIS Mass Ancient & Medieval Combat** This is the new version 3.0, released June 2000. A few rules have been changed to make the rules more historically accurate, plus lots more examples and diagrams, and loopholes are plugged. The rules are designed for 2mm, 6mm, 10mm, 15mm or 25mm figures, and recreate combat with no record keeping and a minimum of dice rolls. All units are rated according to how they fought, not according to how they were armed and armored. Shock cavalry are knights, skirmishing horse are cavalry or light horse, infantry are bow, blades, spears, pikes, warband, auxilia, or skirmishers. All units are on identical width bases containing 2 to 4 figures, and square off to fight each other. Each unit has a basic combat factor versus foot or mounted, and these factors are effected by terrain, supporting ranks if applicable, and whether your flanks and rear are secure. Certain troop types destroy others if they score higher, such as knights fighting spears or warband fighting blades, but normally you need to double the enemy element's score to kill it. A brilliant command system makes you wrack your brain as you try to out-manoeuvre your opponent. Regular armies are easy to manoeuvre, irregular armies less so, and morale is simple but effective - if a command loses 1/3<sup>rd</sup> of its elements, it is broken, and the army breaks at 7 casualties. **\$22.00**



Game of DBM in progress. (Photo by Scott Nicholas.)

**DBM ARMY LISTS Book #1 3000 BC - 500 BC 2<sup>nd</sup> Ed** This book includes notes on each army, rules for using allies, climate, aggression, and terrain types for each army. Armies included are: Egyptian, Syrian, Assyrian, Babylonian, Early Hittite Greek, Early Macedonian, Roman & Etruscan, Early Achaemenid Persian, Early Carthaginian, etc. **\$24.20**

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MUSMD07	Welsh Knightman, long knife & shield (1)	\$0.77
MUSMD08	Welsh Spearman, spear & shield (1)	\$0.77
MUSMD09	False French Town Militia, spear, shield	\$0.77
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MUSMD11	Heavy Armored English Longbowman	\$0.77
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MUSMD15	Mounted EHK Men-at-Arms (1)	\$1.54
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MUSMD22	Later Mounted Man-at-Arms SHK (1)	\$1.54
MUSMD23	Retinue Armored Bilman (1)	\$0.77
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MUSMD35	Mounted, armored crossbowman (1)	\$1.54
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MUSMD37	Later Men-at-Arms on foot with sword (1)	\$0.77
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MUSMD39	Medium Bombard & Crew	\$9.90
MUSMD40	Small Wheel Bombard & Crew	\$6.60
MUSMD41	Organ Gun & Crew	\$6.60
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### 15mm Equipment

By Museum or Irregular Miniatures

MUSP401	Pack Horses (3)	\$3.30
MUSP402	Pack Camels (3)	\$6.60
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MUSP404	Cows (2)	\$2.20
MUSP405	Pigs (3)	\$1.54
MUSP406	Goats (3)	\$1.54
MUSP407	Bison (2)	\$2.20
MUSP408	Camel (1)	\$2.20
MUSP409	Camel (1)	\$2.20
MUSP410	Long Horn Cattle (2)	\$1.54
MUSP411	Lambs (4)	\$1.54
MUSP412	Labrador (it's a dog)	\$0.77
MUSP413	Alsatian (it's a dog too)	\$0.77
MUSP414	Pack Mule (2)	\$1.54
MUSP415	Mules (2)	\$1.54
MUSP416	Horse (2)	\$1.54

## 15mm Peasants

By Irregular Miniatures

Female Peasant on Foot	\$0.77
Priest on Foot	\$0.77
Woodman on Foot	\$0.77
Shepherd on Foot	\$0.77
Nouveaux Rich Peasant on Horse	\$1.77

## 15mm Defenses

By Irregular Miniatures

Wooden Gateway	\$3.30
Earthen Bank with Wooden Palisade 40mm wide	\$4.95
Wooden Palisade 40mm wide	\$2.20
Wooden Palisade Corner	\$4.95
Stone Parapet with Stone Wall 40mm wide	\$4.95
Stone Wall 40mm wide	\$2.20
Earthen Ditch 40mm wide	\$4.95
Earthen Ditch Corner	\$4.95
Medieval Tent 35mm	\$4.95

## DBM Metal Bases

2mm thick, flat metal bases with vertical sides and sharp corners & edges	
15mm x 40mm (for use with 15mm scale)	\$1.65
30mm x 40mm (for use with 15mm scale)	\$2.20
40mm x 40mm (for use with 15mm scale)	\$2.48

## AB ANCIENTS

The best ancients figures I've seen, by far, but around 19mm tall. Allow 2+ weeks for delivery, as the figures are made up for us.

### Ancient Greeks

ABGR1	Front Rank Hoplite (1) 2 types	\$0.95
ABGR2	Rear Rank Hoplite (1) 2 types	\$0.95
ABGR3	Front Rank Spartan (1) 2 types	\$0.95
ABGR4	Rear Rank Spartan (1) 2 types	\$0.95
ABGR5	Nude Hoplite (Boetian/Theban) (1) 2 types	\$0.95
ABGR6	Cretan Archer (1) 2 types	\$0.95
ABGR7	Spartan Officer (1)	\$0.95
ABGR8	Hoplite Officer (1)	\$0.95
ABGR9	Pilgrimage	\$0.95
ABGR10	Horn Player (1)	\$0.95
ABGR11	Thessalian Cavalryman (1)	\$1.90
ABGR12	Athenian Cavalryman (1)	\$1.90
ABGR13	Greek Archer (1) 2 types	\$0.95
ABGR14	Scythian Archer (1) 2 types	\$0.95
ABGR15	Pelast (1) 2 types	\$0.95
ABGR16	Thracian Pelast (1) 2 types	\$0.95
ABGR17	Greek Slinger (1) 2 types	\$0.95

## Eureka 15mm Samurai

Eureka have released their lovely new range of 15mm samurai. These are all on plastic bases (Essex have separate swords and quivers). They are slightly larger than the Essex figures, but can be combined without any trouble. People are not all the same height! The actual samurai are 11th-13th century, but are fine for later periods. Sashimono back banners started being used from 1473 AD, and can be bought separately. Allow 2+ weeks for delivery, as the figures are made up for us.

300SAM01	Peasants, with pole arms (4)	\$0.82
300SAM02	Early Samurai Followers, with naginata (2)	\$0.82
300SAM03	Early Samurai Followers, with bow (2)	\$0.82
300SAM04	Early Samurai Follower with standard (1)	\$0.82
300SAM05	Warrior Monks, any period, with naginata (4)	\$0.82
300SAM06	Samurai in heavy armour, with katana (4)	\$0.82
300SAM07	Samurai in heavy armour, with pole arms (2)	\$0.82
300SAM08	Samurai in heavy armour, with bow (3)	\$0.82
300SAM09	Samurai in heavy armour, with standard (1)	\$0.82
300SAM10	Late Ashigaru/Follower, with naginata (3)	\$0.82
300SAM11	Late Ashigaru/Follower, with bow (2)	\$0.82
300SAM12	Mount Samurai, with bow (3)	\$0.82
300SAM13	Renaissance Ashigaru, with arquebus (2)	\$0.82
300SAM14	Late Samurai or Renaissance Ashigaru, with standard (1)	\$0.82
300SAM15	Mounted Samurai, with katana (3)	\$1.65
300SAM16	Mounted Samurai, with naginata (3)	\$1.65
300SAM17	Mounted Samurai, with bow (3)	\$1.65
300SAM18	Horse Holder - for standing horse (1)	\$0.82
300SAM19	Standing Horse - for horse holder (1)	\$0.82
300SAM20	Mounted General (2) B	\$1.65
300SAM21	General on foot (1) A	\$0.82
300SAM22	Command Pack, any period - 2 seated/standing generals; 2 attendants; 2 standard bearers, plus 4 screens	\$14.85
300SAM23	Geisha (1)	\$0.82
300SAM24	Samurai Screen (40mm wide)	\$2.48
300SAM25	Sashimono back banners (P&S of 10)	\$0.82
300SAM26	Japanese magic user - for fantasy Samurai armies (2)	\$0.82
300SAM27	Mounted Japanese magic user - for fantasy Samurai armies (2) S1	\$1.65

### DBM basing suggestions

For Later Samurai DBM list, for Ikko Ikki, use 3-4 x 300SAM01 Peasants plus 1-2 x 300SAM05 Warrior Monks, per element of horde.

For Later Samurai DBM list, for Town Militia, use 3-4 x 300SAM01 Peasants plus 1-2 x Samurai, with either bow or katana, 5 figures total.

300SAM02 Early Samurai Followers can also be used as samurai in lightened armor or ronin, i.e. B&F, by using 2 x 300SAM02 and 1 x 300SAM06 or 07.

Every DBM Axi(I) element should have 1 x 300SAM04 and 2 x 300SAM02.

## Essex 15mm Early Samurai

Essex have released their lovely new range of 15mm samurai. The samurai are 11th-13th century, but are fine for later periods. Sashimono back banners can be added to convert them into 16th century+.

All Samurai come in lots of different figures with variants in each pack to give a realistic look to your army.

SAM6	Followers in Bow (8)	\$8.50
SAM7	Mounted Samurai, firing/loading, etc (4)	\$8.50
SAM8	Mounted Samurai, mixed poses (4)	\$8.50
SAM9	Mounted pairs of peasants sharing loads on a pole	\$8.50
SAM10	Assorted peasant, mixed poses (8)	\$8.50
SAM9	Samurai Foot Standard Bearer (6 per pack)	\$8.50
SAM10	Lower Class Foot Standard Bearer (6 per pack)	\$8.50
SAM11	General, seated with bodyguard	\$8.50
SAM12	Bodyguard	\$8.50
SAM13	Mounted General with bodyguard	\$8.50
SAM14	Mounted bodyguard with naginata	\$8.50
SAM15	Warrior Monks with naginata	\$8.50
SAM16	Warrior Monk kneeling in front with Monks as Bodyguards	\$8.50
SAM17	Warrior Monk General standing in cart with horse, attendant &	\$8.00
SAM18	Mounted Warrior Monks with Naginata	\$8.50
SAM19	Horseholders, 2 attendants, 4 horses	\$8.50
SAM20	Samurai Swordsmen of Ronin	\$8.50
SAM21	Ashigaru, assorted headgear, yari, sashimono	\$8.50
SAM22	Ashigaru, assorted headgear, yari, sashimono	\$8.50
SAM23	Kneeling Ashigaru, helmets, yari, sashimono	\$8.50
SAM24	Kneeling Ashigaru, assorted headgear, yari, sashimono	\$8.50
SAM25	Horses, various figures, mixed weapons	\$8.50
SAM26	Sadaku Yari	\$8.50



# 50 - Miniatures: Renaissance - 19th Century

## D.B.R. by WRG

**DBR Wargames Rules for Renaissance Battles 2.0** DBM style rules for the Renaissance period, 1494—1700 AD finally re-written into a revised edition. Features morale equivalents instead of element equivalents, new terrain choosing and deployment procedures to encourage the production of a tabletop. No order writing or record keeping is required, providing a fast game, where allocating a general's few movement pips each turn are a crucial factor. .....\$22.00

## DE BELLIS RENATIONIS

Wargames Rules for Renaissance Battle

1494 AD to 1700 AD



DBR Barker and Richard Barker's New

Wargames Rules for Renaissance Battle

Wargames Rules for Renaissance Battle

**DBR ARMY LISTS BOOK 1** Covers the Great Italian Wars; the Valois-Hapsburg-Tudor Wars; Armies of the Turkish Wars; Armies of the Chinese and Japanese Wars; Armies of the Americas, and Armies of the Reformation. ....\$22.00

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**DBR ARMY LISTS BOOK 3** Armies of the Eastward Colonial Expansion and of the European Enlightenment. ....\$22.00

**DE BELLIS CIVILE** Scenarios for English Civil War battles using DBR, by WRG, set in 1642-43. Contains 18 battle scenarios which range from minor skirmishes to major battles such as Edgehill and the first battle of Newbury. This battles cover the early part of the war, before the New Model Army. ....\$22.00

**DE BELLIS CIVILE 1644-1654** Scenarios for English Civil War battles using DBR, by WRG, set in 1644-54. This volume covers a number of small field actions and larger actions set at the end of the First Civil War such as Cropredy Bridge, Marston Moor and Naseby. ....\$22.00

## Warfare in the Age of Discovery

**EMP Warfare in the Age of Discovery** Miniatures rules for the Renaissance 1470 — 1680, being of intermediate level, having extensive army lists for the major armies of Europe covering the Italian Wars through to the Religious Wars. Has a mapless campaign system. Also army lists for the 30 Years War, English Civil War, etc. (Reprint?) .....\$38.50

## Napoleonic Period Broadside!

**SE Broadside! Simple Sail Wargame Rules 1650 - 1850** By S. Elaurant. Produced in Canberra, these are grand tactical naval warfare rules for 1:200th — 1:300th scale ships using a system similar to DBM, and therefore requires no book keeping. The heart of the game is a simple, almost DBM-style signal system which makes any changes of course uncertain and elaborate manoeuvres risky. It includes rules for boarding, wind changes, gales, tide, forces, running around, repairs, fireships and galleys. There is a point system for generating balanced one off battles and a campaign system. Fleet lists are included for all major naval powers from 1650 to 1850 including Britain, France, Spain, Holland, USA, Denmark, Sweden, Russia and Turkey. ....\$14.00

## Chef De Bataillon

**EMP CHEF DE BATAILLON** A rules system that portrays tactical warfare in the Napoleonic period. With a fast moving pace, the rules make battles advance quickly to reach the crisis point — sometimes too rapidly for a complex plan. The rules fill a missing component in the entire spectrum of Napoleonic miniatures gaming — you have been able to fight major battles and even entire campaigns, but now you can re-fight regimental and brigade actions that occurred within the large battles in a manner previously unavailable. The rules vividly bring into life the capabilities of troops and weapons and the effects of terrain in a new and innovative way. With 196 page rulebook, 65 pages of charts & data, 2 counter sheets, etc. ....\$74.25

## Eureka: Pirates

**EUR 15 MEN The Pirate Skirmish Rules** Designed for Hollywood style action and quick exciting games of piracy on the high seas, these rules require only 15 pirates per side and will give you many an evenings entertainment. (Photocopied production.) .....\$5.50

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Exaggerated 28mm range of pirates made by Eureka miniatures

EURPS1*	Pirate with peg leg and eye patch.....	\$3.00
EURPS1A*	Pirate with peg leg.....	\$3.00
EURPS2*	Pirate with foot on treasure chest.....	\$3.00
EURPS3*	Pirate with foot on treasure chest.....	\$3.00
EURPS4*	Pirate carrying barrel.....	\$3.00
EURPS5*	Pirate carrying barrel.....	\$3.00
EURPS6*	Pirate with dagger.....	\$3.00
EURPS7*	Pirate with dagger.....	\$3.00
EURPS8*	Well dressed pirate advancing with pistol.....	\$3.00
EURPS9*	Well dressed pirate advancing.....	\$3.00
EURPS10*	Pirate with hook and sword.....	\$3.00
EURPS11*	Pirate with sword.....	\$3.00
EURPS12*	Cur with pistol and belaying pin.....	\$3.00
EURPS13*	Cur with pistol.....	\$3.00
EURPS14*	Cur with blunderbuss.....	\$3.00
EURPS15*	Cur ready for action.....	\$3.00
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# Miniatures: 9th Century - WW1,2,3 - 51

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MKP35017	GUNMAN IN DUSTER WITH RIFLE.....	\$4.95
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BAT **FLAMES OF WAR** By Battlefront, the NZ company who does the 15mm resin WW2 range. A stunning 170 page production including full color plates of miniatures in action. Clearly laid out rules, easy to read and lots of diagrams. Rules for tanks, infantry and artillery. Organisation and equipment of the five major powers for 1942 — 1943. More army lists for early and late periods downloadable from their website. Also combat missions detailing battlefield set up and victory conditions, painting and scenery guides, examples of play, etc.....**\$49.95**  
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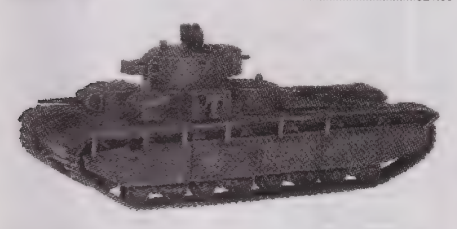




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WWTG75	Opel Blitz truck with troops	\$1.60
WWTG76	S.W.S. half track	\$1.60
WWTG77	Krupp Protz truck	\$1.60
WWTG78	Schauinsland Wehrmachtsschlepper and trailer	\$1.60
WWTG79	SIG 33 Panzer	\$1.60
WWTG80	SIG 33 Panzer III SPG	\$1.60
WWTG81	Panzer I	\$1.60

<b>ITALIAN</b>		
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# 54 Miniatures: Fantasy

WWTA 22	Boatbound Ale	\$1.60
WWTA 23	Great Grouse	\$1.60
WWTA 24	Staghound Ale	\$1.60
WWTA 25	M3 half track & crew	\$1.60
WWTA 26	LV74	\$1.60
WWTA 27	LV74 (A)	\$1.60
WWTA 28	DUKW	\$1.60
WWTA 29	GMC lorry	\$1.60
WWTA 30	2 half MTA Studibaker lorry	\$1.60
WWTA 31	MACK lorry	\$1.60
WWTA 32	Chevy lorry	\$1.60
WWTA 33	Cut down Chevy lorry	\$1.60
WWTA 34	Sherman Calliope	\$1.60
WWTA 35	Armoured bulldozer	\$1.60
WWTA 36	Anti-tank gun & crew	\$1.60
WWTA 37	105mm howitzer & crew	\$1.60
WWTA 38	Long Tom 155mm howitzer & crew	\$1.60
WWTA 39	Jeep	\$0.80
WWTA 40	Covered jeep	\$0.80
WWTA 41	Reco jeep with MG	\$0.80
WWTA 42	Sherman Bulldozer	\$1.60
WWTA 43	Grant Scorpion Flail	\$1.60
WWTA 44	T95 Gun Motor Carriage supertank	\$1.50
WWTA 45	Studibaker Gasoline lorry	\$1.60

RUSSIAN		
WWTR 11	KV I	\$1.60
WWTR 12	KV II	\$1.60
WWTR 13	T34 76	\$1.60
WWTR 14	T34 85	\$1.60
WWTR 15	IS I	\$1.60
WWTR 16	IS II	\$1.60
WWTR 17	SU 85	\$1.60
WWTR 18	SU 100	\$1.60
WWTR 19	ISU 122	\$1.60
WWTR 20	ISU 152	\$1.60
WWTR 21	BA 64	\$1.60
WWTR 22	Katushka rocket lorry	\$1.60
WWTR 23	76.2mm field gun & crew	\$1.60
WWTR 24	203mm howitzer & crew	\$1.60
WWTR 25	BT	\$1.60
WWTR 26	SU 76	\$1.60
WWTR 27	GAZ truck	\$1.60
WWTR 28	BA10 A/C	\$1.60
WWTR 29	KV (85)	\$1.60

MISCELLANY		
WWTM 1	LCA - infantry landing craft & infantry	\$2.40
WWTM 2	LCM tank landing craft	\$3.00
WWTM 3	D class armed ferry (150mm long)	\$14.30
WWTM 4	50mm Bailey bridge & pontoon	\$2.80
WWTM 5	4 infantry in foxholes	\$2.80
WWTM 6	Brewed tank British/German/Russian/US	\$1.60
WWTM 7	Crashed plane	\$1.60
WWTM 8	Earth mover lorry	\$1.60
WWTM 9	Assault boat & crew	\$1.60
WWTM 10	Truck traps	\$1.60
WWTM 11	Log emplacement	\$1.50
WWTM 12	1 sandbag emplacement	\$1.50
WWTM 13	Pillbox/bunker complex	\$2.50
WWTM 14	Coastal gun emplacement	\$2.50
WWTM 15	Searchlight battery	\$2.50
WWTM 16	50mm rail bridge section	\$3.85

## INFANTRY & GUNS

WORLD WAR TWO GERMANS		
WWTG1	Infantry advancing	\$0.80
WWTG2	LMGs with crew	\$0.80
WWTG3	HMGs with crew	\$0.80
WWTG4	Mortars with crew	\$0.80
WWTG5	Anti-tank rifles with crew	\$0.80
WWTG6	Paratroops with crew	\$0.80
WWTG7	HQ/observers	\$0.80
WWTG8	Engineers with tools	\$0.80
WWTG9	Engineers with flamethrower	\$0.80
WWTG10	SS or similar in smock	\$0.80
WWTG11	Paratroops advancing	\$0.80
WWTG12	Paratroop LMGs with crew	\$0.80
WWTG13	Paratroop HMGs with crew	\$0.80
WWTG14	Paratroop mortars with crew	\$0.80
WWTG15	Paratroop Paratroops with crew	\$0.80
WWTG16	Paratroop HQ	\$0.80
WWTG17	Two Paratroops Gathering parachute and supplies	\$0.80
WWTG18	Africa Korps Infantry	\$0.80
WWTG19	Two Cavalry	\$0.80
WWTG20	Artillery crew	\$1.60

## WORLD WAR TWO BRITISH

WWTB1	Infantry advancing	\$0.80
WWTB2	LMGs with crew	\$0.80
WWTB3	HM(s) with crew	\$0.80
WWTB4	Mortars with crew	\$0.80
WWTB5	Anti-tank rifles with crew	\$0.80
WWTB6	PIATs with crew	\$0.80
WWTB7	HQ/observers	\$0.80
WWTB8	Engineers with tools and mine detector	\$0.80
WWTB9	Engineers with flamethrower	\$0.80
WWTB10	Commandos attacking	\$0.80
WWTB11	Paratroops advancing	\$0.80
WWTB12	Paratroop LMGs with crew	\$0.80
WWTB13	Paratroop HMGs with crew	\$0.80
WWTB14	Paratroop mortars with crew	\$0.80
WWTB15	Paratroop PIATs with crew	\$0.80
WWTB16	Paratroop HQ	\$0.80
WWTB17	Two paratroops Gathering parachute and supplies	\$0.80
WWTB18	Highland Infantry	\$0.80
WWTB19	Desert Rat Infantry	\$0.80
WWTB20	Artillery crew	\$1.60

## WORLD WAR TWO RUSSIANS

WWTR1	Infantry advancing	\$0.80
WWTR2	LMGs with crew	\$0.80
WWTR3	HMGs with crew	\$0.80
WWTR4	Mortars with crew	\$0.80
WWTR5	Anti-tank rifles with crew	\$0.80
WWTR6	HQ/observers	\$0.80
WWTR7	Siberian Infantry	\$0.80
WWTR8	Engineers/Pioneers	\$0.80
WWTR9	Two Cossack Cavalry	\$0.80
WWTR10	Artillery crew	\$1.60
SCW12	Russian Cavalry	\$0.80

## FRENCH

WWTF1	Infantry advancing	\$0.80
WWTF2	LMGs with crew	\$0.80
WWTF3	HMGs with crew	\$0.80
WWTF4	Mortars with crew	\$0.80
WWTF5	Anti-tank rifles with crew	\$0.80
WWTF6	HQ/observers	\$0.80
WWTF7	Engineers/Pioneers	\$0.80
WWTF8	Two Cavalry	\$0.80
WWTF9	Resistance Fighters	\$0.80
WWTF10	Artillery crew	\$1.60

## ITALIANS

WWTI1	Infantry advancing	\$0.80
WWTI2	LMGs with crew	\$0.80
WWTI3	HMGs with crew	\$0.80
WWTI4	Mortars with crew	\$0.80
WWTI5	Anti-tank rifles with crew	\$0.80
WWTI6	HQ/observers	\$0.80
WWTI7	Engineers/Pioneers	\$0.80
WWTI8	Besaglier Infantry	\$0.80
WWTI9	Two Cavalry	\$0.80
WWTI10	Artillery crew	\$1.60

## AMERICANS

WWTA1	Infantry advancing	\$0.80
WWTA2	LMGs with crew	\$0.80
WWTA3	HMGs with crew	\$0.80
WWTA4	Mortars with crew	\$0.80
WWTA5	Bazookas with crew	\$0.80
WWTA6	HQ/observers	\$0.80
WWTA7	Engineers with tools	\$0.80
WWTA8	Engineers with flamethrower	\$0.80
WWTA9	Paratroops advancing	\$0.80
WWTA10	Artillery crew	\$1.60

## JAPANESE

WWTJ1	Infantry advancing	\$0.80
WWTJ2	Infantry prone	\$0.80
WWTJ3	IGMs with crew	\$0.80
WWTJ4	HMGs with crew	\$0.80

WWTJ5	Mortars with crew	\$0.80
WWTJ6	HQ with Standard	\$0.80
WWTJ7	Engineers/Pioneers	\$0.80
WWTJ8	Anti-tank rifles with crew	\$0.80
WWTJ9	Two Cavalry	\$0.80
WWTJ10	Artillery crew	\$1.60

## OTHER NATIONS

WWTO1	Australian Infantry	\$0.80
WWTO2	Gurkha Infantry	\$0.80
WWTO3	Indian Infantry	\$0.80
WWTO4	Askani Infantry	\$0.80
WWTO5	Generic Ski Troops	\$0.80
WWTO6	Chinese Infantry	\$0.80
WWTO7	Chinese Cavalry	\$0.80
WWTO8	Polish Infantry	\$0.80
WWTO9	Polish MGs and crew	\$0.80
WWTO10	Polish Cavalry	\$0.80
WWTO11	Rumanian Infantry	\$0.80
WWTO12	Chehnik Infantry	\$0.80
WWTO13	Armored Sailors	\$0.80
WWTO14	Ground crew/airmen	\$0.80

## Micro-Armor Complete Armies

### WW II Micro Starter Sets

Panzerfaust Rules, and 45 Irregular 1/300th tanks, & 3 dice. Please specify which type you would like to receive:	\$84.50
Russia vs Germany (Polish has lots of infantry & cavalry)	\$84.50
USA vs Germany	\$84.50
USA vs Japanese	\$84.50
British vs Italian	\$84.50
British vs Germany	\$84.50
British vs Japanese	\$84.50
French vs Germany	\$84.50

### Modern Micro Starter Sets

Modern Spartan, and 95 Irregular AFVs, 2 dice. Please specify which types you would like to receive:	\$95.50
Soviet vs USA	\$95.50
Soviet vs Germany	\$95.50
Soviet vs British	\$95.50
North Vietnam vs USA (lots of infantry for Vietnam forces)	\$95.50

# Fantasy

CFE All Purpose Miniatures Rules Emphasizes fun over rules, excitement over monotony. Any figures can be used, even toys. You can even pit different historical times or genres against each other. **\$34.50**

## Bloodbowl

Bloodbowl Magazine Issue 10 Has Vampires, Chaos Cup, Skaven Playbook, Underworld Creepers, humans vs vampires match report. **\$4.50**

Bloodbowl Magazine Issue 11 Has a minotaur, the High Elf Playbook with team tactics, fun house rules, more Lord Borak. **\$4.50**

### Celtos by I-Kore

Exaggerated 28mm Scale.

Note: allow at least two weeks for delivery

CELTOIS Rulebook - Eternal War in an Ancient Land A fast paced miniatures rules system for two or more players. Set in the ancient land of Goria, which is fought over by powerful heroes and potent mages, wizards and shamans, and their warbands and warriors. There are five races, the Fir Bolg, the accursed living dead; the Sidhe, immortal elves; fomorians, demonic orc and goblin spawn of chaos; the gaeils, warrior men and women and favored children of the All Mother; and the dwarves. This book contains all the rules you need to play, including army lists. **\$46.00**

## Cthulhu Miniatures Games

PAG The Hills Rise Wild! Old Wizard Whateley has died, and his precious copy of the Necronomicon, a book of powerful magic, is up for grabs. Now four factions of monstrous, power-hungry hillbillies must ransack the ramshackle shacks of Dunwich in a frantic search for the treasure. Pit your team of drooping horrors against your friends in an all-out battle of bullets, brawn and brains. A fast-play miniatures game that's light on the rules and heavy on the ghouls. Has 18 game board tiles (each is 16cm x 16cm) which can be arranged in limitless ways, 24 cardstock characters, 24 corpses, 32 playing cards, tape measure, etc. **\$70.00**

## Dungeons & Dragons

TSR 96581 Dungeons & Dragons Miniatures Entry Pack Provides all the starting materials a player needs to become familiar with the brand-new Dungeons & Dragons miniatures product line. Each Entry Pack contains 16 pre-painted, randomized miniatures with statistics cards, a complete basic rulebook, a 20-sided die, a checklist for the miniatures set, and terrain mapsheet and cards. **\$35.00**

TSR 96580 Dungeons & Dragons Miniatures Harbinger Expansion Pack Contains a randomized selection of figures designed to expand any collection of Dungeons & Dragons miniatures. Each box contains eight randomized, pre-painted miniatures with statistics cards. **\$17.00 case of 16 = \$240.00**

TSR 96582 Dungeons & Dragons Miniatures Handbook New classes, new feats, 65 new spells, new magic items, weapon special abilities, three dozen new monsters including the formidable aspects of deities and archfiends; along with complete rules for fast paced skirmishes to mass battles, random dungeons, and miniatures battles campaigns. **\$55.00**

TSR 96583 Dungeons & Dragons Miniatures: Dragoneye Expansion Pack Contains a selection of eight randomized miniatures with statistics cards. The figures are drawn not only from the core rulebooks but from other D&D products released around the same time such as Draconomicon, Complete Warrior, and the Dragonlance campaign setting. This set also features multiple Dragon figures of varying size. **\$17.00 case of 16 = \$240.00**

TSR 96625 D&D Miniatures: Archfiends Expansion Pack Eight painted randomized miniatures with statistics cards. Includes demons, devils, outsiders, heroes, villains, monsters. **\$17.00 case of 16 = \$240.00**

TSR 96227 Dungeons & Dragons: Miniatures Giants Huge Pack Figures in this set are chosen directly from key D&D titles including the Miniatures Handbook, Expanded Psionics Handbook and the new Eberron Campaign Setting. One of the twelve miniatures are much larger than any miniatures released to date such as giants and dragons. **\$17.00 case of 16 = \$240.00** (no further discounts can be taken off the case price)

## Fairy Meat

Kenzler Fairy Meat Strictly adults only miniatures game in which cute little fairies who have been warped by evil become homicidal cannibals. The object of the game is to kill and eat other fairies, so that you can absorb their life force and magic. You need a deck of playing cards. **\$44.00**

Fairy Meat Boxed Set Strictly adults only miniatures game. Includes the Fairy Meat basic miniatures rules, Clockwork Stomp supplement, either Sugar and Vice or Wicked Things supplement, five pewter miniatures of the 5 basic fairy types, cards and counters. **\$80.00**

Fairy Meat Components Pack Has four sheets of Fairy Cards and die-cut counters to extend the basic rules, allowing up to 16 players in a basic game. **\$22.00**

Clockwork Stomp Now gnomes, clock fairies and gremlins enter the scene. Why are fairies on top of the gnomes list of things to kill? Enter flamethrowers and chainsaws. Build clock-fairies. Lots of counters. **\$46.20**

Sugar and Vice Now moon fairies, beat pixies, and pixie assassins enter the scene. Has magical glamour-chunks, moon fairy warbands, new weapons including blowguns to press-on claws, and the doom bass. **\$46.20**

Wicked Things Introduces with fairies, blood fairies, leperchauns, and crickens, pixiepeists, shadow fairies, War bands, 2 counter sheets. **\$46.20**

## Gummi Wars

ICG Gummi Wars! Candy armies battle for control of the tabletop in this game of strategic miniature warfare for 2+ players. But beware, some eating is required, ie, you eat the dead lollies! (Lollies do not come with the game.) **\$15.95**

## Hordes of the Things

WRG HORDES OF THE THINGS Revised This new edition add additional explanatory text and diagrams and 32 pages of army lists. Fast play fantasy miniatures rules, using a system very similar to DBA. All armies consist of 24 points, and can include the troop types aerial hero, god, dragon, paladin, behemoth, magicians, heroes, airboats, artillery, sneakers, clerics, flyers, knights, riders, beasts, blades, spears, shooters, warbands, hordes, and lurkers. Large battles can be played, simply by adding further generals, each of which commands 24 points. Average 24 point army will include 24 - 36 figures. Combat is very similar to DBA, and so the game is fast moving and easy to learn. If a horde is eliminated, the next turn you can replace it by spending one command pip, and it arrives in your stronghold or back board edge. **\$24.20**

## Hordes of the Things 18m

Stunning new 18mm miniatures by Eureka

Allow 2+ weeks for delivery, as the figures are made up for us.

### Wood Elves

300WELO1	Wood Elf Archer (4 variants)	\$0.82
300WELO2	Wood Elf Spearman (4 variants)	\$0.82
300WELO3	Wood Elf Swordsman (4 variants)	\$0.82
300WELO4	Wood Elf Lord (2 variants)	\$0.82
300WELO5	Wood Elf Standard Bearer (2 variants)	\$0.82
300WELO6	Wood Elf Bard (2 variants)	\$0.82
300WELO7	Wood Elf Mage (2 variants)	\$0.82
300WELO8	Wood Elf Mounted Archer (3 variants)	\$1.65
300WELO9	Wood Elf Mounted Lancer (3 variants)	\$1.65
300WELO10	Wood Elf Mounted with Sword (3 variants)	\$1.65
300WELO11	Wood Elf Mounted Lord (1 variant)	\$1.65
300WELO12	Wood Elf Mounted Standard Bearer (1 variant)	\$1.65
300WELO13	Wood Elf Mounted Bard (1 variant)	\$1.65
300WELO14	Wood Elf Mounted Mage (1 variant)	\$1.65

### Orcs

300ORC01	Orc Archer (4 variants)	\$0.82
300ORC02	Orc with Pike (4 variants)	\$0.82
300ORC03	Orc with Sword (4 variants)	\$0.82
300ORC04	Orc Chief (2 variants)	\$0.82
300ORC05	Orc Standard Bearer (2 variants)	\$0.82
300ORC06	Orc Must (2 variants)	\$0.82
300ORC07	Orc Shaman (2 variants)	\$0.82
300ORC08	Orc Hyena-Wolf Rider with Bow (3 variants)	\$1.65
300ORC09	Orc Hyena-Wolf Rider with Lance (3 variants)	\$1.65
300ORC10	Orc Hyena-Wolf Rider with Blade (3 variants)	\$1.65
300ORC11	Orc Chief on Hyena-Wolf (1 variant)	\$1.65
300ORC12	Orc Standard Bearer on Hyena-Wolf (1 variant)	\$1.65
300ORC13	Orc Musician on Hyena-Wolf (1 variant)	\$1.65
300ORC14	Orc Shaman on Hyena-Wolf (1 variant)	\$1.65

## Hordes of the Things 15mm

15mm metal figures by Irregular Miniatures

Allow 2+ weeks for delivery, as the figures are made up for us.

HOTT Elf Army (24 Army Points)	\$22.00
HOTT Dwarf Army (24 Army Points)	\$22.00
HOTT Orc Army (24 Army Points)	\$22.00
HOTT Skeleton Army (24 Army Points)	\$22.00
HOTT Lizardmen Army (24 Army Points)	\$30.80
HOTT Amazon Army (24 Army Points)	\$22.00
HOTT Dark Dwarf Army (24 Army Points)	\$22.00
HOTT Ratmen Army (24 Army Points)	\$22.00
HOTT Halfling Army (24 Army Points)	\$22.00

FSK1	Skeleton Swordsman (1)	\$0.80
FSK2	Skeleton Spearman (1)	\$0.80
FSK3	Skeleton Archer (1)	\$0.80
FSK4	Skeleton Crossbowman (1)	\$0.80
FSK5	Armored Skeleton (1)	\$0.80
FSK6	Skeleton Cavalry (1)	\$1.32
FSK7	Skeleton Shaman (1)	\$1.32
FSK8	Skeleton Chief (1)	\$0.80
FSK9	Skeleton Musician (1)	\$0.80
FSK10	Skeleton Standard Bearer (1)	\$0.80
FCR1	Skeleton War Mage and crew	\$5.50
FCR2	Sorcerer/Wizard (1)	\$2.00
FCR3	Troll (1)	\$2.20
FCR4	Giant (1)	\$3.00
FCR5	Wolf (1)	\$1.32
FCR6	Woolly Mammoth with orc crew in howdah	\$12.10
FCR7	Dragon	\$12.10
FCR8	Flying Demon	\$3.00
FCR9	Wraith (1)	\$0.80
FCR10	Lurker (1)	\$0.80
FCR11	Mounted Magician	\$1.32
FCR12	Skeletal Beast with Howdah & Crew	\$12.10
FCR13	Mounted Wizard	\$1.32
FLM1	Lizardman Swordsman (1)	\$0.80
FLM2	Lizardman Spearman (1)	\$0.80
FLM3	Lizardman Crossbowman (1)	\$0.80
FLM4	Lizardman Bowman (1)	\$0.80
FLM5	Heavy Lizardman with Halberd (1)	\$0.80
FLM6	Lizardman Cavalry (1)	\$1.43
FLM7	Lizardman Shaman (1)	\$7.15
FLM8	Lizardman Standard Bearer (1)	\$0.80
FLM9	Lizardman Drummer (1)	\$0.80
FLM10	Lizardman Chief (1)	\$0.80
FHAF1	Halfling Spearman (1)	\$0.80
FHAF2	Halfling Bowman (1)	\$0.80
FHAF3	Halfling Standard Bearer (1)	\$0.80
FHAF4	Halfling Chief (1)	\$0.80

## Hybrid

Hybrid Boxed Miniatures Game By Rackham. Weighs around 2kg. Contains the Hybrid rulebook, 13 metal miniatures, 9 lovely 20cm x 20cm geomorphic game tiles, dice, 110 reference cards, 28 doors, 200 counters. The board recreates the abandoned laboratories of the Alchemical god's first disciples. There the Templars of the Griffin confront horrifying creatures nourished at the source of Darkness itself. I don't know if you can use Confrontation figures in this game?? But it is set in the Confrontation universe. **\$165.00**

### Confrontation Miniatures



CONDVF01	EMETIS THE SACRILEGIOUS .....	\$32.00
CONDMVA01	BYSRA THE BLACK SHAMAN .....	\$35.20
CONDRVG03	WARRIORS OF BLOOD .....	\$25.50
CONDVTR01	OUR FOURTH GREAT HUNTER .....	\$25.00
CONELTN01	ELEMENTAL OF DARKNESS .....	\$25.00
CONGBFI01	XERUS THE VISIONARY .....	\$21.50
CONGBGM01	GLOBIN PSYCHOMUTANT .....	\$17.50
CONGHEA01	GORGHEA THALIA GELFIN .....	\$19.00
CONGRFI01	THE PRIESTRESS OF STEEL .....	\$21.00
CONGRF02	SERED TEMPLAR COMMANDER .....	\$21.50
CONGRF03	GOA MISERICORD .....	\$22.00
CONGRGM01	GORGHEA THALIA GELFIN .....	\$19.00
CONGRGM03	HUNTER OF DARKNESS .....	\$19.95
CONGRGM04	HUNTER OF DARKNESS 2 .....	\$19.95
CONGRHE01	ARKHOS TEMPLAR COMMANDER .....	\$19.95
CONGRHE02	ARKHOS TEMPLAR COMMANDER .....	\$19.95
CONLICE01	CHEVALIERS OF ALAHAN .....	\$90.00
CONLICH03	DRAGON THE ORIANTE BOX .....	\$52.80
CONLISF03	FALANSPERS OF ALAHAN .....	\$25.00
CONNMFI01	THE BOGEYMAN .....	\$21.50
CONNMFI02	EJHIS DE VANTH .....	\$21.50
CONNMVL01	THE GREAT SKULL .....	\$61.60
CONNMVA02	GRYPHADUS SPEC ED .....	\$22.00
CONNMVG01	GRAVEDIGGER OF SALAUEL .....	\$18.00
CONNAFI01	ELGHRI THE RESOLUTE .....	\$21.50
CONNAMG01	PROVOST OF UREN .....	\$18.00
CONNARG01	SUNNARG OF THE PLAINS .....	\$22.00
CONNMFI01	NERAN THE SCARY .....	\$21.50
CONNMRG03	WARRIORS OF THE ABYSS .....	\$22.00
CONORCH02	UMRAN LAL BOX .....	\$52.80
CONORCH02	QORC QORC TROOPS 2 .....	\$22.00
CONORFI01	SHAKA UMRUK .....	\$23.00
CONORMG03	ANIMISTIC SHAMAN ON BRONTOPS .....	\$46.00
CONORRQ04	JACKEL WARRIORS WITH AXE .....	\$31.95
CONORRQ05	AXE BRUTES .....	\$22.00
CONORSP01	ORCS ORC TRACKERS .....	\$29.00
CONORSP02	ORCS ORC JACKAL TRACKER .....	\$29.00
CONORSG01	ORCS ORCS OF GREAT WARRIORS .....	\$60.00
CONOSCF01	SYKHO VOLESTERUS .....	\$21.50
CONOSCP06	NEUROMANCER OF THE SCORPION .....	\$19.00
CONWAFV02	THE WATCHER (WOLFEN) .....	\$27.50
CONWFB01	PHOENIX OF THE INTENSE .....	\$85.50
CONWFEH02	ONYX THE PROWLER .....	\$29.70
CONWFELO2	WOLFEN PREDATOR WITH SWORD .....	\$26.95
CONWFELO3	WOLFEN PREDATOR GREAT SWORD .....	\$26.95
CONWFFIT01	WOLFEN THE INTENSE .....	\$22.00
CONWFMFA02	OPHYR TEH GUARDIAN WOLFEN .....	\$32.95
CONWFMAG01	GUARDIAN OF THE RUNES .....	\$29.00
CONWFFG01	WOLFEN WARRIORS # 1 .....	\$32.95
CONWFFG02	WOLFEN WARRIORS .....	\$32.95
CONWFFTR01	CROSSBOW WOLFEN # 1 .....	\$25.00

# Iron Wind Metal

Arcana Unearthed 28mm Miniatures

IWM#67001	AU MALE LITORIAN	\$11.55
IWM#67002	AU MALE GIANT	\$11.00
IWM#67003	AU MALE LORESONG FAEN	\$6.88
IWM#67004	AU FEMALE QUICKING FAEN.	\$8.88
IWM#67005	AU FEMALE SIBBECA	\$8.88
IWM#67006	AU FEMALE LITORIAN	\$11.55
IWM#67007	AU FEMALE GIANT	\$12.65
IWM#67008	AU SPRYTES (2)	\$9.88
IWM#67009	AU MALE SIBBECA	\$9.88
IWM#67010	AU FEMALE HUMAN TOTEM WARRIOR	\$8.00
IWM#67011	AU MALE LITORIAN TOTEM WARRIOR	\$11.00
IWM#67012	AU MALE HUMAN TOTEM WARRIOR	\$8.00
IWM#67013	AU MALE HUMAN WITCH	\$8.00
IWM#67014	AU MALE HUMAN GREENBOND	\$8.00
IWM#67015	AU MOJH MAGISTER	\$8.00
IWM#67016	AU MALE GIANT WARMAN LARGE	\$13.00
IWM#67017	MALHAVOC THE MAGISTER	\$18.00
IWM#67018	FEMALE UNFETTERED	\$8.00
IWM#67019	MOJH IRON WITCH	\$8.00
IWM#67020	MALE SIBBECA CHAMPION	\$8.00
IWM#67021	MALE GIANT WIND WITCH	\$11.00
IWM#67022	MALE GIANT WIND WITCH	\$8.00
IWM#67023	MOJH MAGE BLADE	\$8.00
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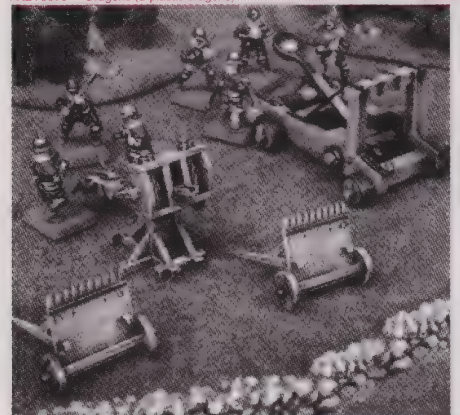
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**FJS31-560 Sawframe with Fine Blade A** top quality sawframe with fine blade, perfect for making fine cuts on metal & plastic miniatures. Sawframe is 130 x 80mm in size. ....\$21.60  
 Blades \$4.80 per pack

**ARM16018BL Grip Art Knife with Black or Blue Handle A** heavy duty modelling knife with a long black rubbery handle to aid your grip. This is top quality. ....\$7.50

**WEL Magtags - Adhesive Magnets (100 x 4cm x 2cm)** Having trouble trying to carry your miniatures around without them bouncing around? Well, here's the best answer possible. Each sheet of MagTags has 100 sticky, flat magnets, which you can peel off and stick underneath your miniatures, whether an element of figures used in DBM and the like, or a single fantasy or sci-fi figure. If the 4cm x 2cm size is not what you need, just cut easily with a Stanley knife. Then buy yourself a metal tool box and you will place the figures mounted on MagTags in the box, and they stick! (Note, exaggerated 25mm figures, eg Citadel sized & style metal figures on 20/25mm bases, mechs, monsters, perhaps cavalry, may not be all that suitable for this method - especially on really bad roads!). ....\$7.70

**FRI Magtag Sheet (30cm x 20cm)** Another option in magtags. This is a 30cm x 20cm uncut magnetic sheet, so you can cut it to the exact dimensions that you want. The back of the sheet is not adhesive, so you glue it to miniatures bases using Kwik Grip or another strong glue. (Not superglue.) To work out which side is magnetic, use a metal ruler or similar. These magtags are at least twice as strong as the others. I put one on a Citadel Chaos Knight on foot, put it on a metal movement tray, held it upside down, and it did not fall off. Hence they may be suitable for transporting 30mm figures in metal carrying boxes. If used on DBM etc figures, take off metal carry boxes by the base, not by the figures. ....\$6.60

## FRI Metal Movement Trays for Miniatures

Designed to be used with figures with the FRI Magtags stuck under their bases, these are precision cut steel trays covered with white vinyl. Paint them green, brown, whatever you want.  
 80mm x 80mm Metal Movement Tray (Pack of 3) .....\$13.00  
 100mm x 80mm Metal Movement Tray (Pack of 3) .....\$14.00  
 100mm x 100mm Metal Movement Tray (Pack of 3) .....\$15.00  
 125mm x 50mm Metal Movement Tray (Pack of 3) .....\$13.00  
 125mm x 100mm Metal Movement Tray (Pack of 3) .....\$18.00

**JED Thick Figure-Basing Cardboard** We have perfect cardboard for basing your figures on, especially for DBM and non-Citadel figures that do not come with a base. The cardboard is 2mm thick, with a textured black surface on one side, which is perfect if you need to put some form of modelling clay down before you stick on the figures. The cardboard is two feet wide and almost two feet long. (Actually, the cardboard is old Russian Campaign mapboards!) ....\$3.85

**CHX96246 BattleMat Vinyl Buff**, 1 hexes, 23.5 x 26 .....\$44.00  
**CHX97168 Megamat Vinyl Buff**, 1 hexes, 34.5 x 48 .....\$66.00  
**CHX97168 Megamat Vinyl Buff**, 1 hexes, numbered, dots .....\$66.00  
**CHX97246 Battlemat Vinyl Buff**, 1 squares, reverse, 1 hexes. ....\$44.00  
**CHX97647 Megamat Vinyl Gamemat** Light Blue, 1 squares. ....\$69.30  
**CHX97667 Megamat Vinyl Gamemat** Light Blue, 1 hexes. ....\$69.30

## MILLIPUT

Milliput is a versatile putty which adheres to and will seal or bond metals, wood, plastic, glass, brick or cement; it can be sculpted and when it goes rock hard in two to three hours, it can be turned, sawn, drilled, lapped, filed, sandpapered, or painted; it can be used for mould making and can be cast.

**Milliput Standard** .....\$8.60  
**Milliput Super Fine** .....\$16.30

## FIGURE CASES

**CHX2850 80 Compartments (1 Pre-Cut foam insert)** .....\$60.00  
 Various compartment sizes, for large figures.  
**CHX2851 56 Compartments (1 Pre-Cut foam insert)** .....\$60.00  
 Various compartment sizes, for large figures.  
**CHX2852 40 Compartments (1 Pre-Cut foam insert)** .....\$60.00  
 Various compartment sizes, for large figures.

**CIT964345 NEW CITADEL FIGURE CASE SIDED** .....\$67.50  
 Has 3 layers of thick red foam, each with 36 5cm x 2.5cm compartments.

## SPONGE TRANSPORT

A fantastic new miniatures carry bag complete with padded side pocket for rule books and a shoulder carry-strap. Also has a dice pouch. Able to carry up to 40 models in comfort. The M-Series has 5 or 6 foam trays with up to 40 25mm cells in each, and the foam can easily be cut to allow the storage of larger figures. The F-Series has bigger cells, 28 33mm wide cells per layer. The bag zips open to allow easy access to foam trays. Allow up to 4 weeks for delivery. There are three types:  
**Sponge Transport M-Series Hercules** .....\$90.00  
 Has 5 foam trays with up to 40 x 25mm cells in each: 1 x 88mm deep, 2 x 50mm deep, 2 x 44mm deep. Large tray is for vehicles and monsters.  
**Sponge Transport M-Series Galaxy** .....\$90.00  
 Has 6 x 44mm deep foam trays with 40 x 25mm cells in each, for rank and file figures.  
**Sponge Transport F-Series Osprey** .....\$90.00  
 Has 5 foam trays with up to 28 x 33mm cells in each: 1 x 88mm deep, 2 x 50mm deep, 2 x 44mm deep. Large tray is for vehicles and monsters. This Osprey bag is specially designed for 28mm miniatures.

**Sponge Loose Trays**  
 Loose trays are a great way to store figures in your cupboard. Just put the trays you want in the bag when you want to travel.  
 44mm (1.75") M Tray with 25mm Cells .....\$12.00  
 50mm (2.00") M Tray with 25mm Cells .....\$12.00  
 88mm (3.50") M Tray with 25mm Cells .....\$14.00  
 44mm (1.75") F Tray with 33mm Cells .....\$12.00  
 50mm (2.00") F Tray with 33mm Cells .....\$12.00  
 88mm (3.50") F Tray with 33mm Cells .....\$14.00

## ARMY TRANSPORT

Similar to a sponge Transport, but comes from the USA, hence price difference. The Army Transport is a versatile miniature carrying case and storage system, safely holding numerous miniatures in eight easily customizable figure foam trays. Inside each Armytransport you get (6 x) 1 inch thick foam trays and (2 x) 2.5 inch foam trays. The trays contains small pre-cut sections, you remove them as desired to make the cells that you desire. There is one large outside zippered book pocket and two additional accessory pockets. Stocks are very low, especially trays. Allow 3 weeks for delivery.  
**Army Transport (8 trays, 2 types)** .....\$132.00  
**Army Transport 1 Foam Tray** .....\$12.00  
**Army Transport 1.5 Foam Tray** .....\$12.00  
**Army Transport 2 Foam Tray** .....\$12.00  
**Army Transport 2.5 Foam Tray** .....\$14.00  
**Army Transport 3 Foam Tray** .....\$14.00  
**Army Transport Custom 3 Pak 1,5, 2, 3 Trays** .....\$35.00  
**Army Transport 4 Foam Tray** .....\$14.00

**BATTLEHIVE CARRYING CASE** This storage case from Crystal Caste contains a hard shell casing, four 1 and two 2 foam inserts, and an accessory tray for dice and pens and is large enough to carry books, if less inserts are used. Smaller than the Sponge Transport. ....\$88.00

## CITADEL ACCESSORIES

**CIT962280 TERRAIN (FOAM) CUTTER** .....\$31.50  
 A great new device that cuts foam for you!  
**CIT839155 LIQUID GRAY GUN** .....\$11.00  
**CIT972630 STATIC GRASS GREEN MODELLING FLOCK** .....\$11.00  
**CIT972630 GRASS GREEN MODELLING FLOCK** .....\$11.00  
**CIT990531 MODELLING SAND Fine sand a light buff color** .....\$11.00  
**CIT990924 MODELLING GRAVEL Course pebbles** .....\$11.00  
**CIT987542 METAL CLIPPERS** .....\$20.00  
**CIT962297 CITADEL FINE FILES (3)** .....\$16.00  
**CIT962310 PIN VICE DRILL DRILLS** .....\$23.50  
**CIT962310 TAPE MEASURE** .....\$16.00  
**CIT962259 SCULPTING TOOL** .....\$11.00

## CITADEL PLASTIC BASES

**CIT957712 MONSTER BASES (40mm)** .....\$11.00  
**CIT956468 LARGE ROUND BASES (40mm)** .....\$11.00  
**CIT956364 EXTRA-LARGE ROUND BASES (60mm)** .....\$11.00  
**CIT957699 ROUND BASES (64 x 25mm round slot bases)** .....\$11.00  
**CIT957682 20MM SMALL SQUARE BASES (64 slot bases)** .....\$11.00  
**CIT957636 25MM SQUARE BASES (64 slot bases)** .....\$11.00  
**CIT957775 CAVALRY SQUARE BASES (32 x 50mmx25mm slot bases)** .....\$11.00  
**CIT957675 50MM SQUARE MONSTER BASES (15 slot bases)** .....\$11.00  
**CIT957460 SMALL REGIMENTAL BASES (16 x 80mmx20mm bases)** .....\$11.00  
**CIT957477 LARGE REGIMENTAL BASES (16 x 100mmx25mm bases)** .....\$11.00  
**CIT957405 FLYING BASES (20" clear flying bases & stands)** .....\$11.00  
**CIT957405 MOVEMENT TRAYS** .....\$11.00

## CITADEL DICE

**CIT957651 WARHAMMER BATTLE DICE** .....\$12.50  
 Contains 30 x D6 (20 Red, 10 Black) and 2 Artillery Dice.

## CITADEL PAINT

**PAINTS**  
**CIT49207 SCAB RED NEW CODE \*** .....\$3.50  
**CIT49208 RED GORE NEW CODE \*** .....\$3.50  
**CIT49209 BLOOD RED** .....\$3.50  
**CIT47295 BLAZING ORANGE** .....\$3.50  
**CIT47296 FIERY ORANGE** .....\$3.50  
**CIT47297 GOLDEN YELLOW** .....\$3.50  
**CIT47298 SUNBURST YELLOW NEW CODE \*** .....\$3.50  
**CIT47299 BADMOON YELLOW** .....\$3.50  
**CIT47300 SCORCHED BROWN** .....\$3.50  
**CIT47301 BURNING BROWN** .....\$3.50  
**CIT49217 SNAKEBITE LEATHER NEW CODE \*** .....\$3.50  
**CIT47303 BUBONIC BROWN** .....\$3.50  
**CIT47304 VOMIT BROWN** .....\$3.50  
**CIT47305 BLEEDING BONE** .....\$3.50  
**CIT47306 DARK FLESH** .....\$3.50  
**CIT47307 VERMIN BROWN** .....\$3.50  
**CIT47309 ARD COAT VARNISH** .....\$3.50  
**CIT49224 BRONZED FLESH NEW CODE \*** .....\$3.50  
**CIT49225 ELF FLESH \*** .....\$3.50  
**CIT47314 IMPERIAL PURPLE** .....\$3.50  
**CIT47313 WARGRIND PURPLE** .....\$3.50  
**CIT47317 TENTACLE PINK** .....\$3.50  
**CIT47318 MIDNIGHT BLUE** .....\$3.50  
**CIT47320 REGAL BLUE** .....\$3.50  
**CIT47321 ULTRAMARINE BLUE** .....\$3.50  
**CIT49232 ENCHANTED BLUE NEW CODE \*** .....\$3.50  
**CIT49233 ICE BLUE NEW CODE \*** .....\$3.50  
**CIT47322 HAIR TONIC COISE** .....\$3.50  
**CIT49235 DARK ANGELS GREEN NEW CODE \*** .....\$3.50  
**CIT47327 SNOT GREEN** .....\$3.50  
**CIT47328 CORPION GREEN** .....\$3.50  
**CIT47330 GOBLIN GRIN** .....\$3.50  
**CIT47331 ROTTING FLESH** .....\$3.50  
**CIT49240 CAMO GREEN EW CODE \*** .....\$3.50  
**CIT47333 SHADOW GREY** .....\$3.50  
**CIT49243 SPACE WOLVES GREY NEW CODE \*** .....\$3.50  
**CIT49244 CODED BLACK NEW CODE \*** .....\$3.50  
**CIT49245 CODED GREY \*** .....\$3.50  
**CIT49246 FORTRESS GREY \*** .....\$3.50  
**CIT49247 SKULL WHITE NEW CODE \*** .....\$3.50  
**CIT49248 ARD COAT VARNISH** .....\$3.50  
**CIT49267 TANNED FLESH** .....\$3.50  
**CIT49268 TERRACOTTA** .....\$3.50  
**CIT49269 GRAVEYARD EARTH** .....\$3.50  
**CIT49270 CAMO GREEN SHAKI** .....\$3.50  
**CIT49271 DESERT YELLOW** .....\$3.50  
**CIT49272 CATACHAN GREEN** .....\$3.50  
**CIT49274 MIXING POT** .....\$1.35

## METALLICS

**CIT47343 MITHRIL SILVER** .....\$3.50  
**CIT47344 CHAINMAIL** .....\$3.50  
**CIT47345 BOLTGUN METAL** .....\$3.50  
**CIT47346 TIN BRASS** .....\$3.50  
**CIT47348 DWARF BRONZE** .....\$3.50  
**CIT47349 BRAZEN BRASS** .....\$3.50  
**CIT49254 BURNISHING GOLD NEW CODE \*** .....\$3.50  
**CIT47351 SHINING GOLD** .....\$3.50

## WASHES AND GLAZES

**CIT47352 RED INK** .....\$3.50  
**CIT47353 MAGENTA INK** .....\$3.50  
**CIT47354 ORANGE INK** .....\$3.50  
**CIT47355 YELLOW INK** .....\$3.50  
**CIT49259 BROWN INK \*** .....\$3.50  
**CIT47357 CHESTNUT INK** .....\$3.50  
**CIT47358 BLUE INK** .....\$3.50  
**CIT47359 SKY BLUE INK** .....\$3.50  
**CIT47361 GREEN INK** .....\$3.50  
**CIT47362 DARK GREEN INK** .....\$3.50  
**CIT49264 BLACK INK NEW CODE \*** .....\$3.50  
**CIT47364 FLESH WASH** .....\$3.50  
**CIT47365 VARNISH** .....\$3.50

## CITADEL PAINT BRUSHES

**CIT83806 FINE DETAIL BRUSH** .....\$7.00  
**CIT83813 DETAIL BRUSH** .....\$7.00  
**CIT83820 STANDARD BRUSH** .....\$7.00  
**CIT83868 BASECOAT BRUSH** .....\$7.00  
**CIT83868 LARGE BRUSH** .....\$7.00  
**CIT83851 SMALL DRYBRUSH** .....\$7.00  
**CIT83868 LARGE DRYBRUSH** .....\$7.50  
**CIT84338 TANK BRUSH** .....\$7.50  
**CIT959303 PAINT BRUSH SET** .....\$20.00

## CITADEL PAINT SETS

**CIT934645 HOBBY STARTER PAINT SET** .....\$67.50  
 Contains 9 paints: Skull White, Chaos Black, Goblin Green, Sunburst Yellow, Snakebite Leather, Enchanted Blue, Blood Red, Bronzed Flesh, Mithril Silver. Starter Brush, Citadel color painting guide, modelling clippers, plastic glue, PVA glue, modelling sand, green flock.

**CIT938599 GAMES WORKSHOP PAINT SET** .....\$36.00  
 Has 9 paints, brush, painting guide. Colors are black, white, red, boltgun, yellow, goblin green, leather, enchanted blue and bronzed flesh.

**CIT931149 WARHAMMER STARTER PAINT SET** .....\$31.50  
 Has 6 paints, brush, 5 chaos warriors, guide on how to paint the warriors.

**CIT931156 40K STARTER PAINT SET** .....\$31.50  
 5 Space Marines, 6 paints, brush, guide on how to paint the marines.

**How to Paint Citadel Miniatures** Covers which tools and materials to use, how to prepare and assemble your models, comprehensive guide to different techniques: blending, drybrushing, black undercoat, glazes, layering, mixing, washes; heaps of color photos showing processes step by step. ....\$36.00

## CITADEL SPRAY PAINTS

**CIT972319 CLEAR VARNISH SPRAY** .....\$16.00  
**CIT938445 ARD COAT GLOSS VARNISH SPRAY** .....\$16.00  
**CIT972326 CHAOS BLACK SPRAY** .....\$16.00  
**CIT972333 SKULL WHITE SPRAY** .....\$16.00

**Note: Spray cans cannot be sent to you via the mail, nor via TNT or X-Post. They can only be sent via door-to-door courier, so if you want to order any cans of spray paint, you must give us a daytime address that our courier company can deliver to.**



# 64 Paints & Accessories

## Reaper Paint

Very similar to Ral Partha paint. Note that each pot has 0.75 oz, which is almost twice what you get in a Citadel pot.

REA8901 LEARN TO PAINT KIT - 1 ARMOR & FUR \$60.00  
Contains 9 paints, Firehawk Red, Emerald Green, Dragon Blue, Walnut Brown, Woodland Brown, Caucasian, White, Black, Truesilver, 5/0 Brush, Chisel Brush, REA2544 Barrow Rat, REA6023 Man at Arms, Painting Guide.

REA18001	BLOOD RED (DARK RED)	\$3.75
REA18002	FIREHAWK RED (MEDIUM RED)	\$3.75
REA18003	DRAGON RED (ORANGE RED)	\$3.75
REA18004	EMERALD GREEN (DARK GREEN)	\$3.75
REA18005	DESERT GOLD (DARK YELLOW)	\$3.75
REA18006	SPRING YELLOW (PALE YELLOW)	\$3.75
REA18007	SUNLIGHT (BRIGHT YELLOW)	\$3.75
REA18008	ELEVEN GREEN (FOREST GREEN)	\$3.75
REA18009	KILT GREEN (DARK GREEN)	\$3.75
REA18010	EMERALD (MEDIUM GREEN)	\$3.75
REA18011	PLAINS (LIGHT GREEN)	\$3.75
REA18012	BREONIAN NAVY BLUE (NAVY BLUE)	\$3.75
REA18013	NIGHT SKY (DARK BLUE)	\$3.75
REA18014	DRAGON BLUE (ROYAL BLUE)	\$3.75
REA18015	ICE BLUE (LIGHT BLUE)	\$3.75
REA18016	IMPERIAL PURPLE (DARK BLUE)	\$3.75
REA18017	LICHE PURPLE (MAUVE)	\$3.75
REA18018	ROSE QUARTZ (PINK)	\$3.75
REA18019	ARMOR GRAY (DARK GRAY)	\$3.75
REA18020	ASH GRAY (MEDIUM GRAY)	\$3.75
REA18021	GRANITE (LIGHT GRAY)	\$3.75
REA18022	DOVE GRAY (WHITE GRAY)	\$3.75
REA18023	WALNUT (DARK BROWN)	\$3.75
REA18024	WOODLAND BROWN (LIGHT BROWN)	\$3.75
REA18025	VOLCANO BROWN (RED BROWN)	\$3.75
REA18026	CHESTNUT (LT RED BROWN)	\$3.75
REA18027	HILL GIANT BROWN (YELLOW BROWN)	\$3.75
REA18028	BUCKSKIN (TAN)	\$3.75
REA18029	CAUCASIAN FLESH TONE	\$3.75
REA18030	FAIR MAIDEN FLESH TONE	\$3.75
REA18031	RUDY FLESH TONE	\$3.75
REA18032	DWARF FLESH TONE	\$3.75
REA18033	ORC FLESH TONE	\$3.75
REA18034	GHUL GRAY (GREEN GREY)	\$3.75
REA18035	OLIVE	\$3.75
REA18036	BLOODSTONE (TEAL)	\$3.75
REA18037	SEA FOAM (SEA GREEN)	\$3.75
REA18038	IVORY	\$3.75
REA18039	WHITE LEATHER	\$3.75
REA18040	LINEN WHITE	\$3.75
REA18041	DRAGON WHITE (FLAT WHITE)	\$3.75
REA18042	DREAN BLACK (FLAT BLACK)	\$3.75
REA18043	OILED LEATHER	\$3.75
REA18044	SLATE	\$3.75
REA18045	PINK	\$3.75
REA18046	MAROON	\$3.75
REA18047	SLIME GREEN	\$3.75
REA18048	AGE RED BRICK	\$3.75
REA18049	TRELLIS FLAME	\$3.75
REA18050	HAWKWOOD	\$3.75
REA18051	OCEAN BLUE	\$3.75
REA18052	STONE GRAY	\$3.75
REA18053	ALUMINUM	\$3.75
REA18054	BURNT ORANGE	\$3.75
REA18055	GLOSS BLACK PAINT	\$3.75
REA18056	GNOLL FLESH PAINT	\$3.75
REA18057	SALMON	\$3.75
REA18058	PINE PAINT	\$3.75
REA18059	MOLD PAINT	\$3.75
REA18060	MOSS PAINT	\$3.75
REA18061	ASTRAL BLUE PAINT	\$3.75
REA18062	PEGASUS BLUE PAINT	\$3.75
REA18063	GALCIE BLUE PAINT	\$3.75
REA18064	FAIRY BLUSH PAINT	\$3.75
REA18065	ELDERBERRY PAINT 3/4 OZ	\$3.75
REA18066	RUST PAINT 3/4 OZ	\$3.75
REA18067	SHIELD BROWN PAINT 3/4 OZ	\$3.75
REA18068	BIG BLACK PAINT 3/4 OZ	\$3.75
REA18069	BRIGHT BLUE PAINT 3/4 OZ	\$3.75
REA18070	BRIGHT RED PAINT 3/4 OZ	\$3.75
REA18071	BRIGHT ORANGE PAINT 3/4 OZ	\$3.75
REA18072	GRIM TON PAINT 3/4 OZ	\$3.75
REA18073	WHITE BRUSH ON PRIMER PAINT	\$3.75
REA18074	GLOSS FINISH PAINT	\$3.75
REA18101	STEEL PLATE (DARK SILVER)	\$3.75
REA18102	TRUBAL PLATE (BRIGHT SILVER)	\$3.75
REA18103	DRAGON GOLD (DARK GOLD)	\$3.75
REA18104	BRIGHT GOLD	\$3.75
REA18105	BRASS	\$3.75
REA18106	COPPER	\$3.75
REA18107	BLUE STEEL	\$3.75
REA18108	GREEN STEEL	\$3.75
REA18109	FIRE GLOW	\$3.75
REA18110	RED STEEL	\$3.75
REA18111	GUN METAL	\$3.75
REA18112	PEWTER METALLIC	\$3.75
REA18113	PURPLE STEEL METALLIC	\$3.75
REA18201	RUBY RED INK	\$3.75
REA18202	EMERALD GREEN INK	\$3.75
REA18203	SAPPHIRE BLUE INK	\$3.75
REA18204	YACHT INK	\$3.75
REA18205	FLESH SHADE INK	\$3.75
REA18206	WOOD SHADE INK	\$3.75
REA18207	BLACK WASH	\$3.75
REA18208	INK TENDER	\$3.75
REA18301	PEARL WHITE PAINT	\$3.75
REA18302	CONCH PINK PAINT	\$3.75
REA18303	GOLDEN PINK PAINT	\$3.75
REA18304	MANDARIN ORANGE PAINT	\$3.75
REA18305	CORAL PAINT	\$3.75
REA18306	ROSE PETAL PAINT	\$3.75
REA18307	ORCHID RED INK	\$3.75
REA18308	MINT GREEN PAINT	\$3.75
REA18309	AQUA GREEN PAINT	\$3.75
REA18310	CORNFLOWER PAINT	\$3.75
REA18311	FROST PAINT	\$3.75
REA18312	LAVERNE PAINT	\$3.75

## Vallejo Paints

Popular with historical miniature gamers due the large range of colors which includes many historical colors. Allow 2 weeks for delivery of these items.

FX203	VMC Set 03 Wargames Basics	\$44.00
FX207	VMC Set 07 WWII German Colors	\$70.00
FX208	VMC Set 08 Panzer Colors	\$33.00
FX209	VMC Set 09 WWII Aliados	\$33.00
FX210	VMC Set 10 Napoleonic	\$70.00
FX211	VMC Set 11 American Civil War	\$70.00
FX212	VMC Set 12 Wargames Special	\$70.00
FX214	VMC Set 14 WWII German Camouflage	\$70.00
FX240	VMC Plastic Putty	\$4.75
FX470	VMC Gloss Medium	\$4.75
FX510	VMC Gloss Varnish	\$4.75
FX520	VMC Matte Varnish	\$4.75
FX521	VMC Matte Medium	\$4.75
FX522	VMC Satin Varnish	\$4.75
FX523	VMC Liquid Mask	\$4.75
FX524	VMC Thinner	\$4.75
FX540	VMC Matte Medium	\$4.75
FX596	VMC Glaze Medium	\$4.75
FX597	VMC Drying Retarder	\$4.75
FX598	VMC Gloss Medium	\$4.75
FX599	VMC Pumice Stone 250ml	\$4.75
FX730	VMC Fluorescent Yellow	\$4.75
FX733	VMC Fluorescent Orange	\$4.75
FX735	VMC Fluorescent Green	\$4.75
FX736	VMC Fluorescent Blue	\$4.75
FX737	VMC Fluorescent Green	\$4.75
FX790	VMC Silver (Alcohol Based) 35ml	\$4.75
FX791	VMC Gold (Alcohol Based) 35ml	\$4.75
FX792	VMC Old Gold (Alcohol Based) 35ml	\$4.75
FX793	VMC Rich Gold (Alcohol Based) 35ml	\$4.75
FX794	VMC Red Gold (Alcohol Based) 35ml	\$4.75

FX795	VMC Green Gold (Alcohol Based) 35ml	\$4.75
FX796	VMC White Gold (Alcohol Based) 35ml	\$4.75
FX797	VMC Copper (Alcohol Based) 35ml	\$4.75
FX800	VMC Iron Blue	\$4.75
FX801	VMC Brasse	\$4.75
FX802	VMC Red Rose	\$4.75
FX803	VMC Rose Brown	\$4.75
FX804	VMC Red Beige	\$4.75
FX805	VMC German Orange	\$4.75
FX806	VMC Lazur RL M05 Yellow	\$4.75
FX807	VMC Oxford Blue	\$4.75
FX808	VMC Green Blue	\$4.75
FX809	VMC Royal Blue	\$4.75
FX810	VMC Royal Purple	\$4.75
FX811	VMC Violet Blue	\$4.75
FX812	VMC Red Red	\$4.75
FX814	VMC Cadmium Amber Red	\$4.75
FX815	VMC Flesh Tone	\$4.75
FX816	VMC Luftwaffe WWII German Blue	\$4.75
FX817	VMC Scarlet	\$4.75
FX818	VMC Red Leather	\$4.75
FX819	VMC Iraqi Sand	\$4.75
FX820	VMC White	\$4.75
FX821	VMC German Camouflage WWII	\$4.75
FX822	VMC SS Camouflage Black	\$4.75
FX823	VMC Luftwaffe Camouflage Green	\$4.75
FX824	VMC SS Camouflage Ochre Orange	\$4.75
FX825	VMC SS Camouflage Light	\$4.75
FX826	VMC SS Camouflage Medium	\$4.75
FX827	VMC Lime Green	\$4.75
FX828	VMC Wood Grain	\$4.75
FX829	VMC Amaranth Red	\$4.75
FX830	VMC German WWII Green	\$4.75
FX831	VMC Ochre Glaze	\$4.75
FX832	VMC Verdian Glaze	\$4.75
FX833	VMC SS Camouflage Light Green	\$4.75
FX834	VMC Cork Wood	\$4.75
FX835	VMC Salmon Rose	\$4.75
FX836	VMC London Grey	\$4.75
FX837	VMC Sand Light	\$4.75
FX838	VMC Emerald	\$4.75
FX839	VMC Turquoise Blue	\$4.75
FX840	VMC Light Turquoise	\$4.75
FX841	VMC Andrea Blue	\$4.75
FX842	VMC Glossy White	\$4.75
FX843	VMC Cobalt Brown	\$4.75
FX844	VMC Deep Sky Blue	\$4.75
FX845	VMC Sunny Skin Tone	\$4.75
FX846	VMC Mahogany Brown	\$4.75
FX847	VMC Dark Sand	\$4.75
FX848	VMC Super Silver (Alcohol Based) 17ml	\$4.75
FX849	VMC Super Gold (Alcohol Based) 17ml	\$4.75
FX850	VMC Medium Olive	\$4.75
FX851	VMC Deep Orange	\$4.75
FX852	VMC White Glaze	\$4.75
FX853	VMC Brown Glaze	\$4.75
FX854	VMC Black Glaze	\$4.75
FX855	VMC Ochre Brown	\$4.75
FX856	VMC Ochre Olive	\$4.75
FX857	VMC Ice Yellow	\$4.75
FX858	VMC Black Red	\$4.75
FX859	VMC Medium Flesh Tone	\$4.75
FX860	VMC X-ray Black	\$4.75
FX861	VMC Black Grey	\$4.75
FX862	VMC Gunmetal Grey	\$4.75
FX863	VMC Natural Steel	\$4.75
FX864	VMC Sky Steel	\$4.75
FX865	VMC Grey Green	\$4.75
FX866	VMC Dark Blue Grey	\$4.75
FX867	VMC Dark Sea Green	\$4.75
FX868	VMC Basalt Grey	\$4.75
FX869	VMC Medium Sea Grey	\$4.75
FX870	VMC Leather Brown	\$4.75
FX871	VMC Chocolate Brown	\$4.75
FX872	VMC US Field Drab	\$4.75
FX873	VMC Tan-Earth	\$4.75
FX874	VMC Beige Brown	\$4.75
FX875	VMC Brown Sand	\$4.75
FX876	VMC Gold Brown	\$4.75
FX877	VMC Old Gold	\$4.75
FX878	VMC Green Brown	\$4.75
FX879	VMC Khaki Grey	\$4.75
FX880	VMC Yellow Green	\$4.75
FX881	VMC Middle Stone	\$4.75
FX882	VMC Light Grey	\$4.75
FX883	VMC Stone Grey	\$4.75
FX884	VMC Pastel Green	\$4.75
FX885	VMC Green Grey	\$4.75
FX886	VMC Yellow Violet	\$4.75
FX887	VMC Olive Grey	\$4.75
FX888	VMC US Olive Drab	\$4.75
FX889	VMC Reflective Green	\$4.75
FX890	VMC Intermediate Green	\$4.75
FX891	VMC Yellow Olive	\$4.75
FX892	VMC US Dark Green	\$4.75
FX893	VMC Russian Green	\$4.75
FX894	VMC Gunship Green	\$4.75
FX895	VMC Camouflage Extra Dark Green	\$4.75
FX896	VMC Bronze Green	\$4.75
FX897	VMC Dark Sea Blue	\$4.75
FX898	VMC Dark Prussian Blue	\$4.75
FX899	VMC French Mirage Blue	\$4.75
FX900	VMC Pastel Blue	\$4.75
FX901	VMC Azure	\$4.75
FX902	VMC Intermediate Blue	\$4.75
FX903	VMC Blue Grey Pale	\$4.75
FX904	VMC Blue Grey	\$4.75
FX905	VMC Pale Blue	\$4.75
FX906	VMC Pale Grey Blue	\$4.75
FX907	VMC Armine Red	\$4.75
FX908	VMC Cadmium Red Vermilion	\$4.75
FX909	VMC Orange Red	\$4.75
FX910	VMC Light Orange	\$4.75
FX911	VMC Tan Yellow	\$4.75
FX912	VMC Yellow Ochre	\$4.75
FX913	VMC Green Ochre	\$4.75
FX914	VMC Deep Yellow	\$4.75
FX915	VMC Sand Yellow	\$4.75
FX916	VMC Beige	\$4.75
FX917	VMC Ivory	\$4.75
FX918	VMC Foundation White	\$4.75
FX919	VMC German Uniform	\$4.75
FX920	VMC English Uniform	\$4.75
FX921	VMC US Uniform	\$4.75
FX922	VMC Japan Uniform	\$4.75
FX923	VMC Russian Uniform	\$4.75
FX924	VMC Blue	\$4.75
FX925	VMC Red	\$4.75
FX926	VMC Dark Flesh	\$4.75
FX927	VMC Light Flesh	\$4.75
FX928	VMC Light Brown	\$4.75
FX929	VMC Dark Blue	\$4.75
FX930	VMC Transparent Red	\$4.75
FX931	VMC Transparent Orange	\$4.75
FX932	VMC Transparent Green	\$4.75
FX933	VMC Transparent Yellow	\$4.75
FX934	VMC Transparent Blue	\$4.75
FX935	VMC Smoke	\$4.75
FX936	VMC Saddle Brown	\$4.75
FX937	VMC Burnt Umber	\$4.75
FX938	VMC Light Green	\$4.75
FX939	VMC Grey Blue	\$4.75
FX940	VMC Old Rose	\$4.75
FX941	VMC Magenta	\$4.75
FX942	VMC Red Red	\$4.75
FX943	VMC Vermilion	\$4.75
FX944	VMC Golden Yellow	\$4.75
FX945	VMC Light Yellow	\$4.75
FX946	VMC White	\$4.75
FX947	VMC Lemon Yellow	\$4.75
FX948	VMC Flat Yellow	\$4.75
FX949	VMC Yellow Green	\$4.75

FX955	VMC Flat Flesh	\$4.75
FX956	VMC Clear Orange	\$4.75
FX957	VMC Flat Red	\$4.75
FX958	VMC Pink	\$4.75
FX959	VMC Purple	\$4.75
FX960	VMC Violet	\$4.75
FX961	VMC Sky Blue	\$4.75
FX962	VMC Flat Blue	\$4.75
FX963	VMC Medium Blue	\$4.75
FX964	VMC Field Blue	\$4.75
FX965	VMC Prussian Blue	\$4.75
FX966	VMC Turquoise	\$4.75
FX967	VMC Olive Green	\$4.75
FX968	VMC Flat Green	\$4.75
FX969	VMC Park Green Flat	\$4.75
FX970	VMC Deep Green	\$4.75
FX971	VMC Green Grey In	\$4.75
FX972	VMC Light Green Blue	\$4.75
FX973	VMC Light Sea Grey	\$4.75
FX974	VMC Green Sky	\$4.75
FX975	VMC Military Green JA	\$4.75
FX976	VMC Buff	\$4.75
FX977	VMC Desert Yellow	\$4.75
FX978	VMC Dark Yellow	\$4.75
FX979	VMC Camouflage Dark Green No2	\$4.75
FX980	VMC Black Green	\$4.75
FX981	VMC Orange Brown	\$4.75
FX982	VMC Cavalry Brown	\$4.75
FX983	VMC Flat Earth	\$4.75
FX984	VMC Flat Brown	\$4.75
FX985	VMC Hull Red	\$4.75
FX986	VMC Deck Tan	\$4.75
FX987	VMC Medium Grey	\$4.75
FX988	VMC Khaki	\$4.75
FX989	VMC Sky Grey	\$4.75
FX990	VMC Light Grey	\$4.75
FX991	VMC Dark Sea Grey	\$4.75
FX992	VMC Neutral Grey	\$4.75
FX993	VMC Flat Aluminium	\$4.75
FX994	VMC Dark Grey	\$4.75
FX995	VMC German Grey	\$4.75
FX996	VMC Gold	\$4.75
FX997	VMC Silver	\$4.75
FX998	VMC Bronze	\$4.75
FX999	VMC Copper	\$4.75

## Paint Brushes

A great range of cheap, beautiful paint brushes, by Franchise. There are two types, pure sable, and the others are high quality white taklon that wash and keep very well. I thoroughly recommend getting one of each size, as this will ensure you have a brush for every model job required.

### Taklon Paint Brushes

FRA200/10/0	SIZE 10/0 TAKLON PAINT BRUSH	\$2.60
FRA200/5/0	SIZE 5/0 TAKLON PAINT BRUSH	\$2.60
FRA200/3/0	SIZE 3/0 TAKLON PAINT BRUSH	\$2.60
FRA200/2/0	SIZE 2/0 TAKLON PAINT BRUSH	\$2.70
FRA200/0	SIZE 0 TAKLON PAINT BRUSH	\$2.75
FRA200/001	SIZE 1 TAKLON PAINT BRUSH	\$3.00
FRA200/002	SIZE 2 TAKLON PAINT BRUSH	\$3.00
FRA200/003	SIZE 3 TAKLON PAINT BRUSH	\$3.30
FRA200/004	SIZE 4 TAKLON PAINT BRUSH	\$3.60
FRA200/005	SIZE 5 TAKLON PAINT BRUSH	\$3.75
FRA200/006	SIZE 6 TAKLON PAINT BRUSH	\$4.75
FRA200/008	SIZE 8 TAKLON PAINT BRUSH	\$5.45
FRA200/010	SIZE 10 TAKLON PAINT BRUSH	\$6.70
FRA200/012	SIZE 12 TAKLON PAINT BRUSH	\$8.15

### Sable Paint Brushes